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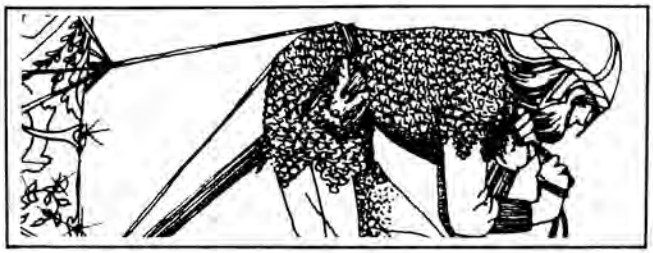

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Editorial — WHO WE ARE

We are natural-born role-players. From the moment of our birth we copy the people around us. We want to communicate our feelings and learn to speak, literally and figuratively, the same language.

So we are chameleons. When we role-play, we create an image and a persona that may be more solid, more decisive, and more real than our real selves. If we role-play properly, that is.

Role-playing shows ourselves with a clarity mirrors can't match. The paradox of role-playing may well be that in a world where role-playing has become endemic, it is the new role-player who is the integrated personality.

We are a society of self-concious men and women who are simultaneously role-players and fans of our own performance. This dramatization of life today comes from our movie-going and TV-watching habits. Some people see this mimicry as a sign of our disintegrating ability to perceive objective reality. It is our contention that role-playing games serve to focus reality rather than to obscure it.

Role-playing is an indispensible art of versatility. We are

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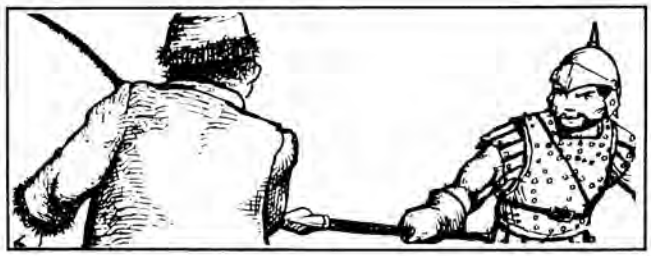

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Editorial

people who can jump into a new situation and immediately start solving problems. Role-playing demands our participation to provide us with visions of breaking through social conventions, to challenge our contemporaries, and to surround ourselves with quality.

Role-playing games offer creative outlets for our passions. We are intelligent creatures who feel the need for honest play: to play a role, to adopt another identity, to pretend and make-believe, to imitate and copy. We must resist the vulgarization and exploitation that threatens gaming and all of us. We must have good role-models to follow and good role-playing games to play.

Happy Gaming,

Tadashi Ehara

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DIFFERENT VIEWS LETTERS COLUMN

GIGI & THE ENGLISH LANGUAGE

Dear DW,

I read with some amusement the letter from H. W. Nagley III (DW 15) soundly condemning Gigi for not sharing the same pretensions to erudition as he.

First, let me say I enjoy Gigi's column very much. Gossip columns (let's face it — that's what it is) cannot, by definition, be written with the same tone as, say, the Britannica III. Rumors should never be dressed as fact. The gossip column is an art form in and of itself, one which Gigi (whatever she may be) has demonstrably mastered.

On to H. W. Nagley III. He claims she wastes space "due to unnecessary verbiage." The definition of the word 'verbiage' is "use of many unnecessary words." Does he then claim she wastes space on unnecessary unnecessary words?

He also claims "Different Worlds' readership is not preponderately impressed" with her journalistic quality. First of all, the word 'preponderately' does not exist, save perhaps in Mr. Nagley's pen (typewriter?). The adverb form of the verb 'preponderate' is formed, in this case, from the adjective preponderant — hence, preponderantly is correct. Also, the use of this word in this context is questionable. Preponderantly is a description of degree. 'To impress,' however, is a black-and-white verb. One either is or is not impressed, much the same as a competition is either won or lost.

I suspect that what he meant to say was "the preponderance of DW's readers are not impressed." Perhaps, but from what I've seen I doubt it.

I hope Mr. Nagley recovers from his bout with pseudo-intellectualism, and that the next time he sees fit to criticize someone else's use of the language, his, at least, will be correct.

Arlen P. Walker
Milwaukee, Wisconsin

ERLIN THE HARPER

Dear DW,

In DW 15 "Different Views," David Dunham stated that some things had been left out of my Harper article. Indeed they were. It was presented as a Gateway cult, for some reason, and therefore no runes were given. In our *RuneQuest* game, they are Truth, Harmony, and Movement.

The section on Peace Making should have read "To use this skill, divide the Peace Making percentage by five, and subtract the total from 21. Then roll vs the INT of each person fighting on the spirit combat table, using POW of Defending Force for the person trying to make peace, and POW of Attacking Force for the people who are fighting. (In other words, use the table backwards.)"

I also thought I had mentioned that the cost of Instrument Making is the same as the cost of Play Instrument for each specific instrument.

I have no idea how these things were left out of the article. If the fault was mine, I do most humbly apologize.

Jane Woodward
Okinawa, Japan

ELAN FOR STORMBRINGER

Dear DW,

In general, I thought that David Nalle's article "Favorites of the gods," in issue 15, had some excellent ideas, although the example given fell woefully short in explaining all the steps necessary to figure out the sacrificing character's brownie points with his god.

Players of *Stormbringer* should particularly read over the article, because it provides some interesting mechanics for building up Elan that priests and agents of the gods of the Young Kingdoms find very handy. The methods used have to be matched against the guidelines given in *Stormbringer*, but David's article gives a useful background for the role-playing of Elan accumulation.

Steve Perrin
Oakland, CA

ON ISSUE 16

Dear DW,

I just received DW16. You certainly get good marks for promptness: it was only a few days after DW15. Unfortunately, the contents were nowhere near as good.

The second part of the tournament role-playing article was completely unexpected (had the first one been labeled "part one"?), and wasn't quite as interesting as the first part. The Mythological Monsters were OK, but only that. The cult was way too long. I found it funny, and I certainly don't mind seeing humor in DW, but as I read it I kept wondering to myself, when is this over? When will I get to stuff I can use in my own role-playing? I realize cults need many pages, but this one was longer than some of the serious ones you've published. I don't really know how this one could have been shorter, but 9 pages (19%) devoted to one satirical article is too much. The Illusion Magic article wasn't too bad, but I think it was written just a tad too generally. I think in Dave's Ysgarth system a 17th level spell isn't too outrageous, but to present one without explanation wasn't such a good idea. "Training the Novice GM" was mistitled, I thought. I expected something that would tell me, as a player, how to train someone to be a GM. The emphasis on tactics was good, but many of the tactics weren't too interesting.

I took great exception to "Solo Role-Playing," which I think might also have been mistitled. Lew only treats pre-packaged scenarios for solitaire play. He might just as easily have attacked pre-made scenarios for group play. One of the players in my campaign has started running solo adventures for himself. These let him play characters that wouldn't ordinarily be able to get along with other players' characters, lets him practice with different tactics for *RuneQuest*, gives experience in scenario design, and gives him more playing time. Some may consider this the role-playing equivalent of auto-eroticism, but this method could also be used to help write scenes of a book. I agree with Mr. Pulsipher that playing with others is better than solo adventuring, but it has its uses.

I have a few comments about the art. I think it was probably a mistake to put that Becker on p.38 with the reviews. I know it fit right in with the modules being reviewed, but your policy (which I appreciate) of illustrating the reviews with art from the products being reviewed made it confusing to figure out whether or not that illustration was part of one of the modules. I saw no point whatsoever to repeating the same picture three times (p. 7, 9, 11), especially as it had nothing to do with the article it accompanied. I didn't like the way the illustrations had nothing to do with the article it accompanied. I didn't like the way the illustrations were repeated in *Stormbringer*, I don't like the way they do it in *Ares*, and I don't want you to start doing it, too. (Besides I didn't think it was that great a picture). The Valerie Olson pictures were very good, though they may have been reproduced too small to portray all the detail.

Thinking over this letter, there were a number of good things about Issue 16. Maybe it just compared unfavorably with issue 15.

David Dunham
San Antonio, TX

I appreciate the comments about the last two issues. Thanks for the advice. Over those two issues I have changed my thinking about the format and have begun to make necessary changes such as writing subheadings and introductions for articles, and being more selective about artwork. —YC

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The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H. G. Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, $2/year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send $2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US $2, payable to Bill Somers.

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Nominations should be for products produced during the calendar year 1981. Exceptions are permitted for older products which gain significant exposure and acclaim during 1981. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1981. All Time Best nominations are not restricted to 1981, of course.

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All Adventure Gamers are encouraged to vote!

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7. Best Professional Miniatures Magazine, 1981: _____
8. Best Professional Role-playing Magazine, 1981: _____
9. All Time Best Miniatures Rules for 20th Century Land Battles _____
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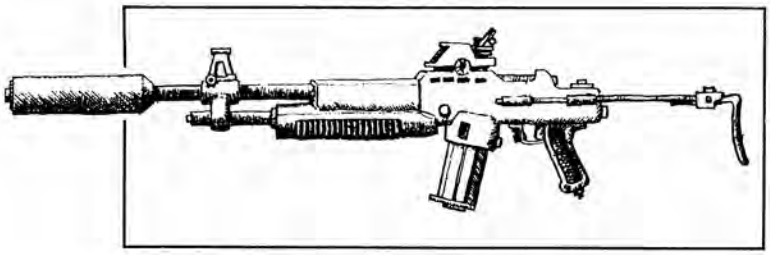
Swords on Deck

EXOTIC WEAPONS AND ANIMAL ATTACKS

By Paul Montgomery Crabaugh

The Publication by GDW of *Azhanti High Lightning* could hardly help but be greeted with joy by *Traveller* fans, as it provided a system for combat that was both much easier to use than *Book One/Snapshot* and was also more logical in its premise. I do have a couple of objections to the new system.



First and foremost only guns are covered, and as *Traveller* firefights frequently end in close quarter combat, the lack of coverage of the various blades was missed. In addition, except for the near harmless "blobs," no way was provided to incorporate creatures, notably those created under the Book Three rules, into the fighting.

In *Traveller*, a gap is a challenge, so herein are presented rules for converting Book Three animals over to *Azhanti High Lightning* terms, as well as range and penetration values for the missing weapons.

Notes: the laser pistol described below is the one described in *The Journal of the Traveller's Aid Society*, issue 2, and elsewhere. Although the defensive capability of Jack is not mentioned specifically in *AHL*, it is easy to interpolate that it has a DM of -1 on the Penetration table. Bow weapons are included on the table for completeness, although their use is somewhat rare.

It is suggested that the brawling skill, rather than being treated as a skill in the use of broken bottles and such, be assumed to be the command of one or more martial arts. A person with a brawling skill may attack with hands, as per the table; the brawling skill level is a modifier to both the chance to hit and the penetration, unlike other weapons skills.

The various blades and animal armaments function exactly as guns do, except that their ranges are much less, typically 1-3 hexes. It would, of course, be possible to devise rules to cover the difficulty of using a halberd on a target two squares away if the intervening hex has a hostile in it, but it seems easier to leave such determination up to the referee and common sense.

How to calculate what an animal is like in *Azhanti High Lightning* terms:

Hits calculated according to Book Three translate as follows: take the number of hits to unconsciousness and divide by 14. Double the integer component of the answer; this is the number of serious wounds required to kill the creature. If there is a fractional component, the creature requires one additional wound, either light or heavy to kill it. Two light wounds will equal one serious wound; two serious wounds result in death.

Armor and Weapons are unchanged; the various animal weapons are described below.

Wounds inflicted: if the creature has fewer than 14 hit points to unconsciousness, then divide 14 by the number of hit points, round down, and subtract 1. This is a negative DM (die modifier) on penetration for the creature's attacks. If the creature has more than 14 hit points, use the same procedure, except that hits are divided by 14 rather than the other way around, and 1 is not subtracted from the result; this becomes a positive DM on penetration.

Speed: no movement is no movement, but 6 AP are available per phase for aimed fire, snapshots, etc. Non-zero speeds translate as 3+(3xspeed) action points per phase. □

WEAPONS TABLE

Ammo	*Weapon*	*Effective*	*Long*	*Extreme*
	Laser Pistol	60(5)	120(3)	200(1)
	Hands	0(1)	1(0)	–
	Claws	0(2)	1(1)	–
	Teeth	0(1)	–	–
	Horns	0(3)	1(2)	2(1)
	Hooves	0(3)	1(2)	–
	Stinger	0(4)	1(3)	2(2)
	Thrasher	0(1)	1(1)	2(1)
	Club	1(0)	–	–
	Dagger	0(1)	1(1)	–
	Blade	0(2)	1(1)	–
	Foil	1(1)	–	–
	Cutlass	1(2)	–	–
	Sword	1(3)	–	–
	Broadsword	1(4)	–	–
	Bayonet	1(1)	2(0)	–
	Spear	1(1)	2(1)	–
	Halberd	1(1)	2(3)	–
	Pike	1(0)	2(2)	3(3)
	Cudgel	0(0)	1(0)	–
1	Sling	10(2)	20(0)	50(0)
1	Short Bow	60(1)	80(1)	100(0)
1	Long Bow	100(3)	140(2)	180(1)
1	Sport Crossbow	80(2)	90(1)	100(0)
1	Military CB	80(3)	90(2)	100(1)
10	Repeating CB	60(2)	70(1)	80(0)

1(0) = range (penetration)

Changes for
TRILLION CREDIT SQUADRON

By Doug Houseman

This is an article for players of GDW's *Trillion Credit Squadron*. The fleet combat system for *Traveller* spaceships.

As 1981 drew to a close so did the first year of GDW's *Trillion Credit Squadron* tournaments. Contrary to many expectations it was not the shiny wedge-shaped "Star Destroyers" that won tournaments but the "Rocks," and the best weapon proved to be the nuclear missile. Looking ahead, the missile and the Rock should continue to gain the advantage. Although *Trillion Credit Squadron* is a viable convention tournament game it does need to be looked at in a few areas for play and system balance.

MISSILES

Some games have run 400 plus turns without a conclusion because missiles cost nothing and weigh nothing. The cost is not really a factor but the "weightless" condition is. In the new *Deluxe Traveller* missiles weigh 50kg each. That is equivalent to 40 missiles per metric ton. A triple missile turret weighs one ton, fires three missiles per turn and automatically reloads infinitely. Magazines are mentioned in the rules but never explained. This problem of missiles is easily the most serious in *Trillion Credit Squadron*.

Suggestion: triple turrets should mass one ton, hold 30 missiles, ten per launcher. Additional missiles should be stored in magazines at 30 missiles per ton. Bay missiles should be the same as turret missiles in mass and should be fired 100 per turn, each bay fires for 30 turns (true rate should be 126 missiles per turn). This limitation adds some accounting work to the game but little more than is already present.

SPINAL MOUNTS

Currently spinal mounts are too expensive to be viable in battle, they can be reduced too rapidly to make them cost effective. To remedy this situation the following rule change is proposed: 5% (1 in 20) weapons hits should be spinal mount hits. Spinal mounts are removed on the eleventh weapon hit (i.e. 11, 31, 51, etc). This toll should be extracted from cumulative hits, not one round hits.

JUDGING

Some current tourney play has run to 550 rounds with no result. Also some games have run just three rounds in five hours of play. Two solutions can be applied here; one being a thirty minute time limit per turn (15 minutes per player), and the other being a system of partial values for damaged ships to determine winners. Such a damaged ship table is presented at the end of this article.

For determining winners – in some games all remaining ships are counted, in others only those with jump drive or combat capability are counted. Suggestion: Only those ships with Jump-1 capability and a powerplant to support this jump effort be counted.

IMPOSSIBLE-TO-HIT SHIPS

Statistically some ships are impossible to hit when all modifiers are used. This problem means that a spinal weapon must be directed at a fighter to "kill" the fighter. Suggestion: a natural 2 should always have effect on the ship damage table. Subtract 6 factors from the modifier and reroll. Also a natural 12 should always hit fighters.

STEP-REDUCTION OF BATTERIES

Currently designers buy single batteries containing many weapons, not to fight with but to take advantage of a step-reduction rule for single batteries. This rule is unrealistic and should be modified. Suggestion: any turret-based battery should not be step-reduced but eliminated when hit. Only major weapons: bay and spinal should be step-reduced. The only exception to this should be ships under 500 tons.

TURRETS AND BAYS

Rule clarifications: One bay (50 or 100 ton) can replace 10 hardpoints from weapons tonnage available.

All batteries should be turret-divisible – i.e. no turret may be split between two batteries, even though an extra weapon or two may be mounted on the last turret in the battery.

OTHER CHANGES

The repair rules are ungainly, add complication, and are unrealistically rapid in function. Suggestion: eliminate them from tournament play.

Robots – Many players attempt to use robot pilots as a way around the pilot limit rules. Suggestion: there should be no robots period.

Armor reduction – In addition to reducing armor for each critical hit, reduce target armor each time a natural 2 is rolled by a major weapon on a ship but no more than once per individual hit.

Current fuel hit rules are unclear. Suggestion: all fuel hits are treated as 1% of total internal fuel tankage. This means 100 total fuel hits scored will reduce the ship to no-fuel-left status.

Power plants are currently hard to gage during the design process. Suggestion: allow players to build fractional power plants based on 1% increases in size.

EMERGENCY AGILITY

On small missile-only ships, using Model 1 and 2 computers, emergency agility is commonly employed full time. Suggestion: When emergency agility is applied, the computer is non-functional for firing and the ship fires at a -2 die modifier.

TUGS AND DROP-TANKS

Tugs must be provided to handle all drop-tanks – maneuver drive must be equal to 1 with drop-tanks in tow and counted as part of tonnage (i.e. a 500 ton 6G tug may move 500 tons of drop-tank at 3G's or 2500 tons at 1G acceleration. No maneuver drive may exceed 6G's acceleration.

ADDITIONAL TACTICAL DETAILS

Currently tactics in *TCS* are limited to a two-line formation and set rules with little variation allowed. Several rule considerations come to mind:

Ships damaged and abandoned in combat may not be used, counted or recovered during a tournament battle and *do not* count for victory conditions.

A safe area should be allowed for tugs and drop-tanks 4 turns behind battle lines. Ships so placed will take four turns to get into battle and will

take 1 turn of fire from the enemy particle accelerators prior to entering the reserve line, with no chance to return fire. Ships leaving for the "safe" area are also subject to the free fire.

It should be possible to carry out "strafing" runs on the enemy reserve lines. Ships with Agility 2 advantage over the enemy fleet may be used to strafe the enemy reserve line. They must be declared on the first round for an attempt, and be moved forward into the strafe line from the reserve line. Both sides fire normally, strafing ships do not screen battle line ships in any way. On the second turn, ships at short range are considered in the reserve line of the enemy. At long range the second turn is spent on the enemy strafe line, prior to moving into the enemy rear on the third turn. Strafe ships may not attack the safe area but may fire on fleeing ships for two turns, the first normally, and the second with missiles, lasers, and accelerators only. Fleeing ships return fire at -2dm. Strafing ships are placed behind the enemy reserve line and may fire on any ship and may be fired upon by any ship *or* may be placed between two ships and may concentrate fire on them and may be fired upon by them only. Concentrated fire has the following die modifiers: size modifiers are all increased by 1; short range modifiers are all increased by 1; all damage rolls are made with the A -1 modifier.

BATTLE FORMATION

Note: ships losing the +2 agility advantage must return to their own lines. All ships return the way they came dependent on the current range.

Player 1 "Safe Area"

Enemy Strafe Ships
Reserve Ships
Main Battle Line
Friendly Strafe Ships

Player 2 Friendly Strafe Ships
Main Battle Line
Reserve Line
Enemy Strafe Ships

"Safe Area"

These modifications have all been tested in consolation rounds of tournament play with excellent reception and increased variation in ship design and tactical deployment. □

USE OF TABLES

Step A. Determine ship's damage
Step B. Determine original value of ships abandoned.
Step C. Determine original value of all hulks and vaporized ships.
Step D. Determine the lost value of functional ships
1. Use Tables 1-11 to find values
2. Subtract values of original system from values on tables 1, 2, 3, 4, 6, 7
3. Add lost system values

Step E. Total values from steps B, C, D
Step F. Divide value of step E. by money spent on the original fleet
Step G. Lowest percentage wins

DAMAGE TABLES

Table 1 – MANEUVER DRIVE
Percent of remaining value

DAMAGED \ INSTALLED	6	5	4	3	2	1	0
6	100	–	–	–	–	–	–
5	80	100	–	–	–	–	–
4	60	80	100	–	–	–	–
3	40	60	70	100	–	–	–
2	20	40	45	60	100	–	–
1	10	20	20	25	40	100	–
0	0	0	0	0	0	20	100
-1	0	0	0	0	0	0	0

Table 2 – JUMP DRIVE

DAMAGED \ INSTALLED	4	3	2	1	0
4	100	–	–	–	–
3	80	100	–	–	–
2	60	75	100	–	–
1	40	50	60	100	–
0	0	0	10	20	100
-1	0	0	0	0	0

Table 3 – POWER PLANT

damaged Pn/installed Pn x original cost

Table 4 – ARMOR

(damaged value -2)/original factor x original cost

Table 5 – FUEL HITS

original tons of tankage x %damage x 125,000cr/ton

Table 6 – MAJOR WEAPONS
Accelerators

DAMAGED \ INSTALLED	A	B	C	D	E	F	J	K	L	M	Q	R
A-C	100	100	100	50	50	50	25	25	20	25	20	10
D-F	–	–	–	100	100	100	50	50	50	50	40	40
J-L	–	–	–	–	–	–	100	100	100	75	60	60
M	–	–	–	–	–	–	–	–	–	100	75	80
Q-R	–	–	–	–	–	–	–	–	–	–	100	100

Mesons

DAMAGED \ INSTALLED	A	B	C	D	E	F	K	L	P
A-C	100	100	100	50	50	50	40	40	25
D-F	–	–	–	100	100	100	70	70	50
K-L	–	–	–	–	–	–	100	100	75
P	–	–	–	–	–	–	–	–	100

Table 7 – SCREENS
Nuclear Dampers

DAMAGED \ INSTALLED	3	2	1
3	100	–	–
2	60	100	–
1	20	40	100

Meson Screen

DAMAGED \ INSTALLED	3	2	1
3	100	–	–
2	50	100	–
1	20	50	100

Table 8 – DESTROYED TURRETS

MCR x 3

Table 9 – DESTROYED BAYS

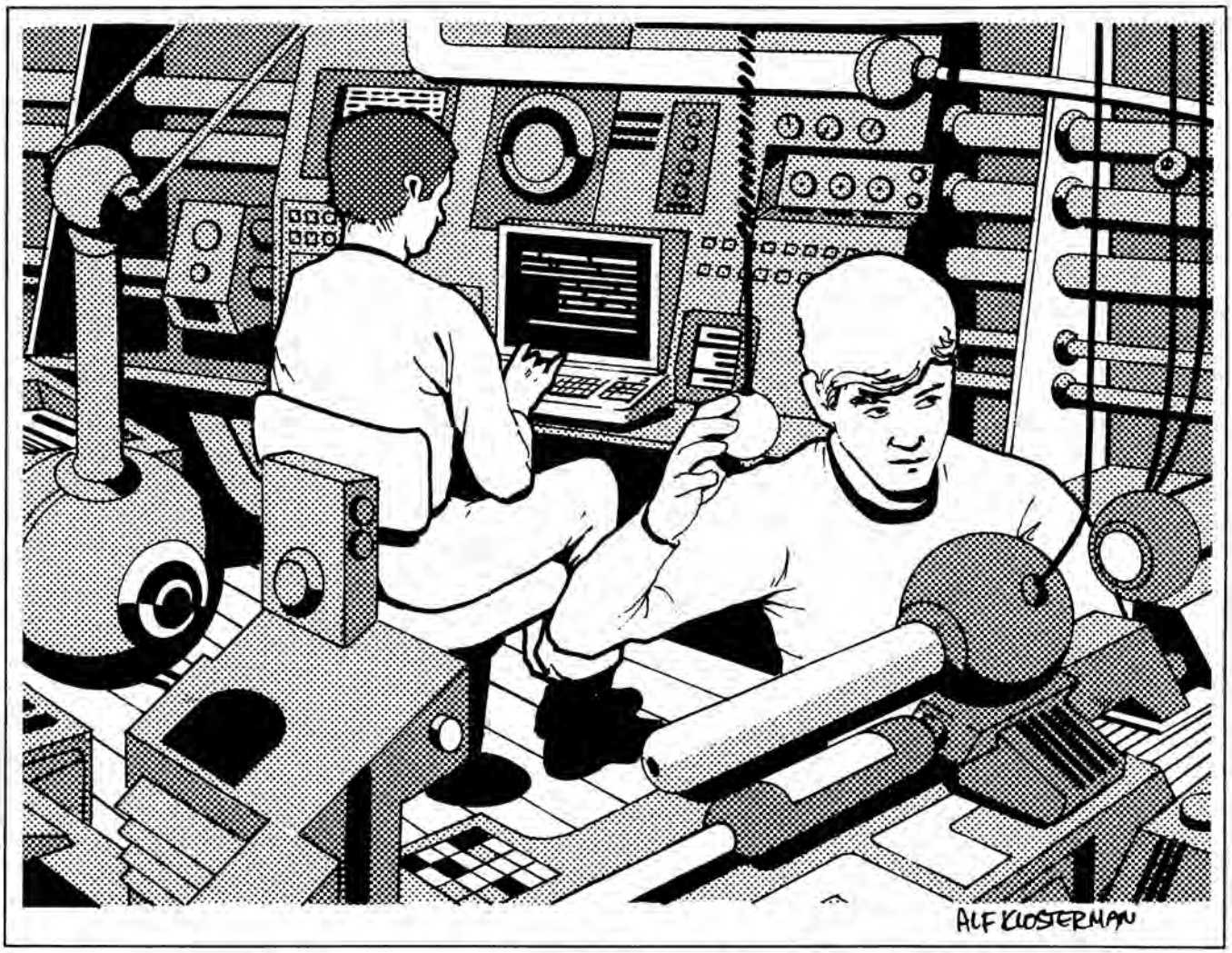
MCR x 50

Table 10 – CREW LOSSES

MCR x 1

Table 11 – COMPUTER DAMAGE

cost of old computer - cost of new computer



STAR TREK

Beyond The Final Frontier

By Paul Montgomery Crabaugh

Written to supplement Star Trek: Adventure Gaming in the Final Frontier *role-playing rules, this variant covers a wide range of topics including Experience, Skills, Aging, Salaries, Price Lists, The Referee's Role, Chain of Command, and World Generation.*

Space exploration is a neglected subject in role-playing games. Exploration is not a major subject in *Traveller*, which is oriented towards space travel, economics, politics, and high adventure in the *Foundation/Star Wars* tradition. *Space Quest* goes after very commercial exploration, not exploration for the hell of it (curiosity). *Star Probe/Star Empires* is not an RPG and also tends to go after economic exploitation, open warfare, and politics. *Starships & Spacemen* has no clearly defined focus and tends to be whatever the referee makes it.

Thus I held out fond hopes for *Star Trek: Adventure Gaming in the Final Frontier* (or simply *The Final Frontier*). After all, *Star Trek*, despite its frequent excursions into power politics and warfare, was essentially a "lets see what is over there" adventure.

The game had other potential advantages, especially to beginning referees. The background material is well known and already created. Literally hundreds of stories exist to draw scenario ideas from. Perhaps best of all, the players can't simply waltz off in the wrong direction after the referee spends hours on creating a scenario. If Starfleet orders them to go to Beta Idioticus-6, the players have to do it, by god, or face court-martial.

However, it turns out the game has a problem. Nothing is wrong, exactly. It just wasn't enough. There are no mechanisms for fleshing out what a player does with a character after leaving Starfleet Academy. Unless the players confine themselves to the provided *Enterprise* characters, they face large gaps.

Hence I wrote this article. I used as sources the most common references: the *Starfleet Technical Manual*, the episodes themselves, including the cartoon ones, and sundry other bits and pieces, such as the *Star Trek Blueprints*.

I did not use *Star Trek — The Motion Picture*. Not that I didn't like it — I loved it! But between 1969 and 1979 a vast mythos grew up, based on animated episodes, original novels, Alan Dean Foster adaptations (James Blish did comparatively little tampering in his work), and so forth. Much of this material, providing the richness and diversity of background needed for role-playing games, was passed over, ignored, or simply denied in *ST—TMP*. While a game based on just Gene Roddenberry's original vision, the three live seasons of TV episodes (or perhaps even only the first two), plus *ST—TMP*, would be fascinating, it would not be *The Final Frontier*.

PLAYER-CHARACTERS

Congratulations! You have just graduated from Starfleet Academy. You are no longer a Cadet, you are an Ensign. Now what do you do?

Start by looking at yourself. What shape are you? If your referee allows players to simply choose their species, fine. However, since this can quickly lead to almost no non-human, non-Vulcan crewmembers (human for familiarity, Vulcan for superiority), use the Crew Member Species Table:

CREW MEMBER SPECIES TABLE

Race	*D100*	*Race*	*D100*
Human	01-70	Edoan	95-96
Vulcan	71-76	Tellarite*	97
Andorian	77-91	Skorr	98-00
Caiten	92-94		

**The Tellarites are needlessly argumentative and divisive, and I suspect that not many will be able to get along in a cooperative venture like Starfleet.*

EXPERIENCE AND RANKS

Now that you know what you are, why are you an Ensign? Because you have no experience points, of course. Experience points, you cry? Yes, we now have an experience point system. Your rank depends on your experience points. Your responsibility, salary, and skills depend on your rank.

Normally, any large increase in EP, large enough to result in a promotion, will result in no more than that.

TABLE OF RANKS

Rank	*EP*	*Max. Responsibility*	*Cr/mo. Salary*	*Bonus*
Cadet	0	none (NPC only)	100	0
Ensign	0	shuttle/landing party	500	2D6
Lieutenant	1000	shuttle/landing party	1000	D10
Lt. Commander	10000	transport/scout	2000	D8
Commander	25000	scout/destroyer	3000	D8
Captain	50000	starship/dreadnought	5000	D6
Fleet Captain	75000	starship/dreadnought	6000	D4
Commodore	100000	above and/or squadron	10000	D4
Rear Admiral	250000	squadron/fleet	20000	D4
Admiral	500000	fleet	25000	D4

Although officers under the grade of Captain may be granted their own ships, they more often serve as officers under a full Captain. Starships and Dreadnoughts are never permanently assigned to any officer with a rank less than Captain. Any officer attaining the rank of Captain must be assigned a ship. With Starfleet's energetic notion of a Captain's duties, casualties leave many openings for ship commanders.

Notes: Fleet Captain is largely an honorary rank, a type of junior assistant flag officer; however, it is definitely a rank, and a Fleet Captain may give legal orders to any Captain, regardless of the relative seniority. (As with most military organizations: when two officers are of the same rank, the one with more years of experience at that rank is the commander.)

There is an 'invisible' rank in the table: Starship Captain. Although a Captain is technically just a Captain, there is a certain mystique about the commanders of the great Starships, the backbone of the Starfleet. Dreadnoughts are considered a sort of 'improved Starship' in this regard. Theoretically a Captain may assume command of a Starship upon attaining the rank of Captain, i.e., at 50000 EP. In fact, very few officers are given Starships until they attain at least 60000-65000 EP. Once appointed to Starship command, an officer is never asked to command any lesser vessel; an officer unable to deal with the admittedly overwhelming responsibility of Starship command will generally be transferred to a staff position, asked to resign, or (in extreme cases) be dismissed.

All the ranks and information presented are for line officers. Staff officers are rarely found in the field, and rarely do well, lacking the cultivated independence and resourcefulness of a line officer. Staff officers eventually, upon attaining the rank of Commander or higher, assume command of Starbases, outposts, and so forth. Player-characters will never be staff officers, unless transferred to such a position by the whims of the referee.

Now, about experience points . . . these are awarded for performing certain actions in the course of duty. Some EPs are awarded for failure; although Starfleet does not actually reward failure, a character will learn from it, and the character's subsequently-improved performance will be noted.

Repeated, disastrous failure, of course, will result in anything from reprimands (remember the associated 100EP

penalty) to court-martial and dismissal. Adjustments should be made by the referee for circumstances. Except for the 1 EP/day of service entry, all EP awards are split among all immediately-involved personnel. Leaders get a 10% bonus.

Example: Should an Ensign, through some miracle, single-handedly save a Dreadnought and her entire crew, during the Ensign's normal departmental duties, and being counted as leader, the EP would be calculated as follows:

Dreadnought Crew Departmental Duties Officer

[7500 + (500 x 20)] x 1.2 x 1.1

or 23100 EP (see table below to figure out EP). However, rather than being miraculously jumped to Lieutenant Commander and placed in command of a Scout, the character would receive just 1000 EP and a promotion to Lieutenant. As well as, probably, a medal or six and a great deal of respect.

EXPERIENCE POINT AWARD TABLE

Task	*Experience Point Award*
per day of active service	1
per life saved	20
per life lost	5
ships saved:	
shuttlecraft	200
transport	2000
scout	2500
destroyer	3000
starship	5000
dreadnought	7500
per successful first contact	1000
per failed first contact	100
departmental duties	+20%

BONUSES AND SKILLS

The 'Bonuses' column of the Table of Ranks needs some explanation. Upon attaining a given rank, a character receives one or two (as specified) dice of bonus points for their attributes. Don't reach for the dice yet. Each die must be applied totally to one attribute. If this results in a score exceeding the racial maximum for that attribute (18 plus any modifiers listed for that species), the excess is lost.

Additionally, the points may be used to 'buy' skills from the Special Skills Table. The character reduces the amount of the bonus die or dice by the required amount and applies the remainder to any one attribute. An Ensign may reduce either or both bonus dice by any amount in order to buy a skill:

Example: An Ensign who rolled '3' and '5' for his bonus elects to buy a specific skill. This costs 6 points; the Ensign may reduce the first roll to '0' and the second to '2' in order to buy the skill, or the first to '1' and the second to '1,' or whatever, and apply the remaining amount of both dice normally.

The Hand-to-Hand weapons class is initially rolled for on D6: 1-3 is HTH-0, 4 is HTH-1, 5 is HTH-2 and 6 is HTH-3. At each promotion, there is a 10% chance that HTH class will increase by one. In addition, the expenditure of six bonus points will buy an extra level of HTH skill, as if it were a special skill.

Special Skills: Starfleet expects its officers to be at least acquainted with all aspects of running a warship; the Academy gives a Cadet a broad background to function well in any department or position. However, each officer inevitably develops fields of specialization, and will tend to gravitate to positions requiring that skill.

All Ensigns (*before* applying bonus dice rolls) receive one special skill for each 3 points of mentality, rolled from the table below. Bonus points may be used to buy special skills; to buy a specific skill, the character must expend six bonus points. It is less expensive to buy the right to roll once on the table, which costs four points. Repeat occurences of a given skill should be noted, and the increased knowledge of that field indicated.

Finally, a character, upon promotion, has a 5% chance, for each skill already known, to acquire an increase in understanding. The referee should take into account both fields and degrees of learning in determining whether a character knows or can do something during a scenario; lack of appropriate knowledge should not be penalized, in view of Starfleet's 'jack of all trades' approach to education.

SPECIAL SKILLS TABLE

D6/D6	*Skill*	*D6/D6*	*Skill*
1 / 1	Electronics	4 / 1	Physics
1 / 2	Computer	4 / 2	Chemistry
1 / 3	Warp Drive Theory	4 / 3	Psychology
1 / 4	Impulse Drive Thry	4 / 4	Sociology
1 / 5	Generator Theory	4 / 5	Communications
1 / 6	Sensor Theory	4 / 6	Information Theory
2 / 1	Instrumentation	5 / 1	Ecology
2 / 2	Navigation	5 / 2	Bacteriology
2 / 3	Tactics	5 / 3	History
2 / 4	Strategy	5 / 4	Linguistics
2 / 5	Political Science	5 / 5	Diplomacy
2 / 6	Economics	5 / 6	Anthropology
3 / 1	Ship Design	6 / 1	Life Support
3 / 2	Weaponry	6 / 2	Antimatter Theory
3 / 3	Contact Theory	6 / 3	Planetology
3 / 4	Logistics	6 / 4	Metallurgy
3 / 5	Astronomy	6 / 5	Exotic Survival
3 / 6	Biology	6 / 6	Transporter Theory

SHIPBOARD ASSIGNMENTS

Now that your Ensign exists and knows something useful, where is he/she/it assigned? Lets consult the Personnel column of the Ship and Personnel Table. (The Type column is mostly for the referee's use, during encounters; the two columns are different because the ship crew sizes are different.)

SHIP AND PERSONNEL TABLE

Ship	*Type*	*Personnel*
Starship	01-36	01-50
Destroyer	37-50	51-59
Scout	51-60	60-66
Transport	61-95	67-92
Dreadnought	96-00	93-00

Transfers are allowed, but frowned upon, and may not occur within one year of assignment to a ship, except as a result of a request by the Captain, or of a special hearing board convened by request of the transferring officer; the officer must demonstrate to the hearing board that some extraordinary cause exists, or suffer a reprimand, which causes the loss of 100 EP. This can be sufficient to drop a character in rank (although an Ensign will be dismissed rather than reduced to Cadet); bonus points are not lost. nor are skills. Attaining the lost rank again does not cause still more bonuses or skills to be gained. Most Captains will grant any reasonable request for a transfer.

The exact ship which a character will be assigned to must be determined by the referee, from the list in the *Starfleet Technical Manual*, by preference.

DEPARTMENT ASSIGNMENT

Upon assignment to a ship, a character will be assigned a department (use the Initial Department Table). The character will be given a post and a watch as well. The exact post is up to the referee; there are three eight-hour watches per day normally, with one watch on duty, one resting and one asleep. During Yellow Alert, the resting watch comes on duty; during Red Alert, all three watches are on deck.

The normal condition has no specific name; the phrase "Situation Green" is an unofficial code for "Situation not Green but I don't want them to know that." An alert called without a color involves just the normal operating watch, but with personnel moving to more critical posts. Double Red Alert is a Red Alert with personnel concentrating only on the most essential posts; it also indicates that the ship is in great danger. A Battle Stations alert is automatically considered a Double Red Alert, with crew positioned to maximize combat effectiveness. Each character should have a clearly-defined post for each of these states.

Post mobility is encouraged, so characters will quickly leave their initial positions for positions more suited for their skills. It should be noted that officers assigned to the Command Department function as aids, yeomen, and so forth; this department is considered to be something of an elite privilege and is much sought-after; however, positions are rarely open.

It is assumed that player-characters are the most energetic, motivated, and promising of a very energetic, motivated and promising lot; they will therefore tend to drift into bridge positions, especially during the First Watch — traditionally the Captain's watch.

INITIAL DEPARTMENT TABLE

% Roll	*Initial Department*	*% Roll*	*Initial Department*
01	Command	33-45	Medical
02-03	Helm	46-76	Engineering
04-05	Navigation	77-79	Communications
06-13	Ordnance	80-00	Security
14-32	Sciences		

AGING

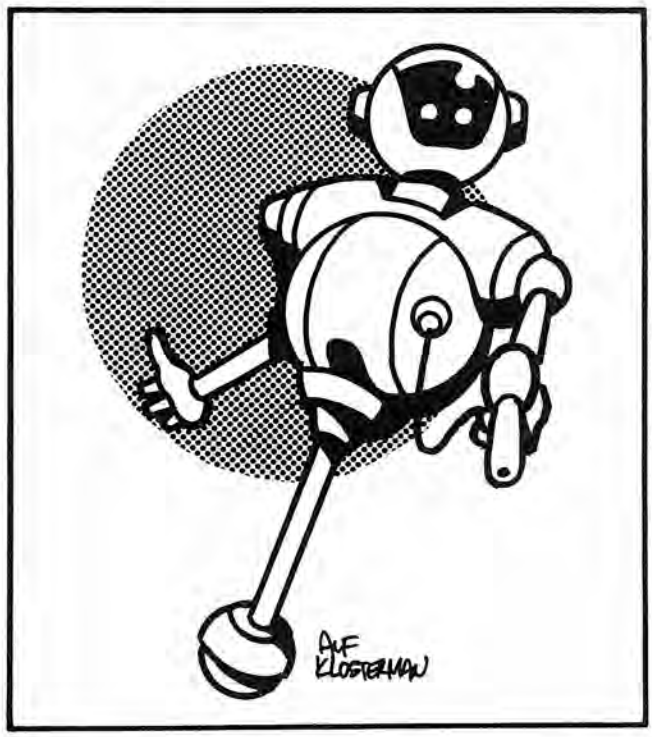
Since Starfleet has recently repealed the mandatory retirement system, characters will not be retired for simple aging; however, if they become unfit for the further performance of their duties, they may be transferred to staff positions. It should be noted that Commodore April, who first questioned the mandatory retirement policy, remains on line duty despite being clearly no longer capable of physical acts he could once perform; since, as a Commodore, he commands squadrons of ships and rarely needs to join a landing party, he is deemed to be capable of fulfilling his duties.

For each species there is a critical age, beyond which the slow decay of faculties begins. The age is different for each species, and in all species is five years higher for females. Each year after passing the critical age, a character loses one point off a random attribute. When an attribute goes to zero, the character is dead of old age.

CRITICAL AGE TABLE

Species	*Critical Age*
Human	45
Vulcan	60
Andorian	40
Caiten	50
Edoan	45
Tellarite	40
Skorr	35

Note that species bonuses and promotion bonuses will tend to alter life expectancy somewhat.



SALARY

Now that you are earning a regular salary, what are you doing with it? Probably nothing; the game tends not to encourage spending, speculation and so forth. But, to provide a notion of how wealthy you are, we have provided the following Price List of things commonly available to the public and their cost in credits, plus some other, less common items for comparison.

PRICE LIST

Item	*Cost in Credits*	*Item*	*Cost in Credits*	*Item*	*Cost in Credits*	*Item*	*Cost in Credits*
Aircar	5000	FTL ship	10,000,000/person	Medical Scanner	1500	Shuttlecraft	25,000,000
Antigravs	10,000	Filter Mask	15	Medikit	25	Singleship	10,000,000
Assault Rifle	1000	Flashlight	5	Medipouch	150	Sonic Disruptor	200
Automatic Pistol	500	Flex-Mesh Armor	1000	Needler	150	SMG	1000
Backpack	25	Formal Dress	500	Nylon Line	1/meter	Spacesuit	500
Belt Light	25	Good Meal	5	Orbital Home	250,000	Starship	50,000,000,000
Biocomputer	2500	Gyrojet	150	Out-System Ticket	5000	Submarine	50,000
Bow	50	Hardback Book	5	Paperback	1	Tape Book	2
Bulletproof Vest	75	Holo Ticket	4	Parka	15	Telefocals	50
Calculator (=HP 41C)	100	House	50,000	Phaser-1	100	Torch	15
Camera	25	In-System Ticket	500	Phaser-2	200	Translator	1500
Chronometer	20	Invingoscope	5000	Phynburger	1500	Transponder	1000
College Education	25.000	IR Goggles	20	Police Stunner	100	Transport	33,000,000,000
Combat Knife	20	Jumper (STL)	10,000,000	Police Web	500	Tribble	10
Communicator	50	Jump Harness	5000	Powerpack	10	Tricorder	5000
Computer (=360/91)	1000	Kinetic Shield	1000	Revolver	500	Uniform	500
Crossbow	100	Laser Beacon	500	Rifle	500	Vibroblade	300
Cutter Beam	500	Laser Pistol	200	Room & Board	500/month	Vibrosword	1000
Dagger	10	Laser Rifle	300	Sample Pouch	2	Visor	25
Decontamination Suit	400	Lifebelt	100	Saurian Brandy	50/fifth	Voder	150
Destroyer	25,000,000,000	Life Mask	100	Scotch	10/fifth	Yacht (aquatic)	50000
Disruptor I	500	Macrosuit	400,000	Scout	25,000,000,000		
Dreadnought	75,000,000,000	Magnetic Probe	2000	Shipsuit	50		

It should be emphasized that, unlike most RPGs, characters in *The Final Frontier* are not expected to buy their own equipment; equipment will be issued to them when they need it. Typically, this means Phaser-2 for landing parties on unknown worlds and Phaser-1 for shore leave or worlds with an aversion to personal weaponry, Each landing party will usually have one or two tricorders as well.

Other equipment is issued only for unusual circumstances. Senior officers (Lieutenant Commander and up) may draw out whatever items they desire – within reason. However, for example, a Starship Captain who never leaves the ship unless he or she is armed and armored like a cross between a Mobile Infantryman and a Jedi Knight will suffer a loss of charisma due to suspected cowardice.

THE REFEREE'S ROLE

The referee has two primary tasks: creating the ship the player-characters are on, and creating the scenarios they run through.

The type of ship has already been determined, from the Ship and Personnel Table. The name can be determined by selecting one from the appropriate page of the *Technical Manual*. The predominant race of the crew may be rolled, if desired, on the same table.

Starfleet places considerable emphasis on standardization of ship design, thus a simple scrambling of the *Enterprise* plans will produce surprisingly accurate results.

CREATING THE SENIOR STAFF

The senior staff will have to be created from scratch, since the player-characters are initially too low in rank to be important to the ship.

There are eight major staff positions, representing the eight major departments; Ordnance is considered a subdepartment of Engineering. Each major department has a department head or Chief. The command Department has two officers of importance: the Captain and the Executive Officer. To determine the rank of each of these people, consult the following table:

RANK POSITION TABLE

Bridge Position	*Lieut*	*LtCmdr*	*Cmdr*	*Capt*	*FCapt*	*Comm*
Captain*	–	1	2	3-4	5	6
Engineering	1	2-4	5-6	–	–	–
Medical**	1	2-4	5-6	–	–	–
Helm	1-3	4-5	6	–	–	–
Navigation	1-3	4-5	6	–	–	–
Communication	1-2	3-4	5-6	–	–	–
Security	1	2-4	5-6	–	–	–
Exec Officer***	1	2-3	4-6	–	–	–

*On Starships, Dreadnoughts, never less than full Captain.
**never in chain of command.
***never less than any other officer.

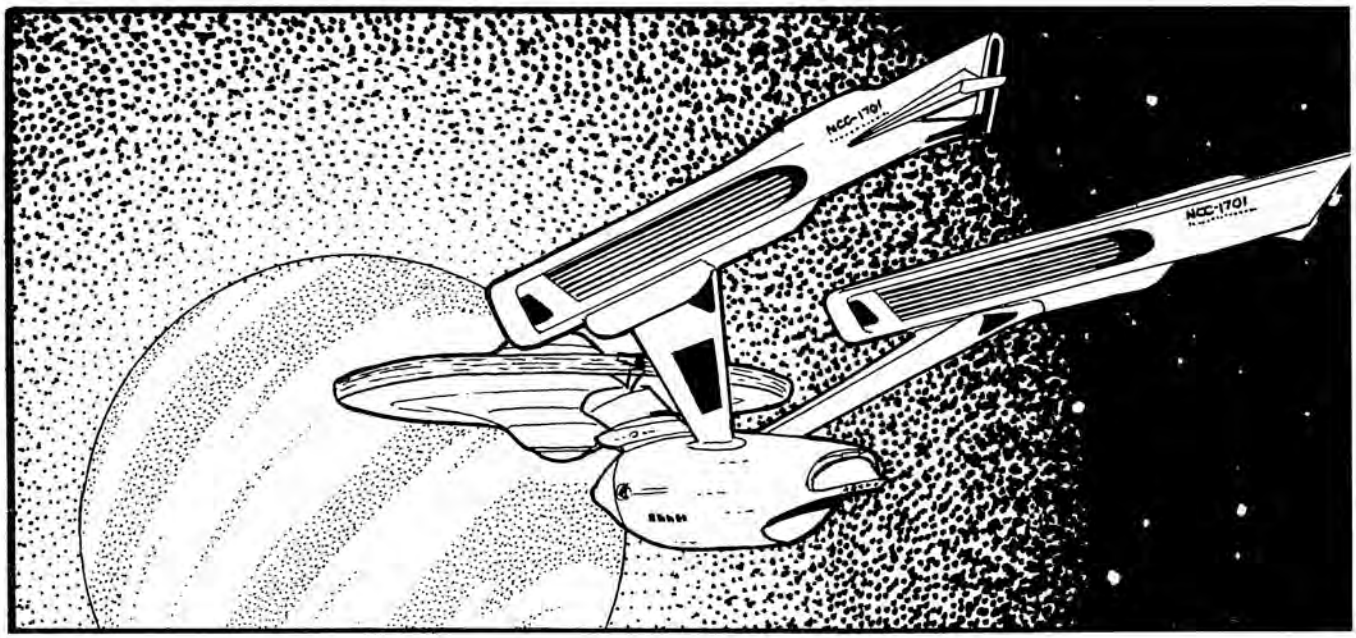
The department heads are also normally the Bridge officers during the First Watch, although this varies as the Captain puts promising young officers on his Watch to examine them. Captains of ships massing less than a Starship are never higher than the rank of full Captain. This implies that Fleet Captains and Commodores may never command any ship but a Starship or Dreadnought.

ATTRIBUTES

Attributes for staff officers are rolled on 3D6, plus one bonus die of 1D6 for each level of rank above Ensign and below Commodore; each bonus die is applied entirely to one random attribute, with excesses over species maximum being lost. The Hand To Hand class is rolled as for new characters, but with a die-modifier of +2. Each staff officer also gets one special skill (and every other one thereafter) as appropriate to the officer's staff position (e.g., the Chief of Communications, with four special skills, gets Communications skill with one level of extra understanding). Remaining skills are rolled randomly. For the Captain and Exec, all skills are rolled randomly.

SPECIES AND SEX

The species of the officer depends on the post, rolled below. In ships of predominantly one species, the referee's



choice determines whether the senior staff positions are of that species or rolled.

POSITION AND SPECIES TABLE

Position		*Hum*	*Vul*	*Andr*	*Cait*	*Edo*	*Tel*	*Skor*
Captain		01-70	71-80	81-88	89-91	92-94	95	96-00
Exec Off		01-60	61-75	76-85	86-88	89-91	92-93	94-00
Sci Off	1	01-60	61-82	83-90	91-93	94-96	97	98-00
Eng Off	2	01-60	61-70	71-80	81-85	86-90	91-95	96-00
Med Off		01-50	51-75	76-83	84-88	89-93	94-95	96-00
Helmsmn	3	01-45	46-55	56-65	66-75	76-85	86-90	91-00
Navigator	4	01-40	41-50	51-60	61-70	71-80	81-90	91-00
Comm	5	01-50	51-60	61-70	71-80	81-90	91-95	96-00
Security	6	01-40	41-45	46-65	66-70	71-75	76-85	86-00

25% chance Executive Officer has second major staff position if so, roll D6 to see which, above.

The sex of the major staff officers is rolled as an even chance for male and female. This procedure may be followed in generating player-characters as well.

CHAIN OF COMMAND

The chain of command starts with the Captain and goes through the Exec (or First Officer); after that, it generally goes by rank and then seniority of the First Watch Bridge Officers, since they are the ones who have to take command in emergencies. Higher ranking or more senior officers may be on the ship, but during a crisis they are in no position to give orders, Also, the officer who currently is in command may be virtually anyone on the Bridge; Captaincies tend to rotate between their Bridge officers when they leave someone in charge, so that all Bridge officers have at least some experience with command duties.

SCENARIOS AND PLANETS

Scenarios generally take place on planets. Although some scenarios require a certain type of planet, others can work equally well on a wide variety of worlds, so the referee may wish to randomly create a world rather than spend a lot of effort creating one from scratch. In addition, if the referee is short on scenarios, a randomly-rolled world may suggest a scenario.

WORLD GENERATING

A planet's diameter is the first thing to be rolled for. It is equal to (1D20 x 1000) + 1D1000 kilometers.

Using the diameter as a base (in kkm, kilokilometers, or 100's of kilometers), the atmosphere is then rolled.

PLANET DIAMETER AND ATMOSPHERE TABLE

	Diameter (kkm)			
Type	*0-4*	*5-9*	*10-14*	*15+*
None	1-6	1-4	1	1
Trace	7-9	5-7	2-3	2
Attenuated	10	8-9	4-5	3
Thin (M)	—	10	6-7	4-5
Standard (M)	—	—	8-9	6-7
Thick (M)	—	—	10	8-9
Oppressive	—	—	—	10

(M) indicates breathable atmosphere, hence Class M world Examples: None = Luna; Trace = Mars; Attenuated: respirators needed; Thin Standard, Thick: Class M planets; Oppressive: lifebelts or more required.

Surface water percentage depends on the planet's diameter (in kkm) times 5, plus 1D20 if the atmosphere is thick, minus 1D20 if the atmosphere is thin. If the atmosphere is attenuated, the percentage is 1D20. If the atmosphere is oppressive, the percentage is 1D100. All other atmospheres have no surface water at all.

Temperature is determined by a roll of 1D10: 1 is frigid (sub-zero C); 2-3 is cold (1-10 C); 4-7 is temperate (10-30 C); 8-9 is warm (30-40 C); 10 is hot (40+ C).

Population depends on whether the planet is class M or not, plus a random factor:

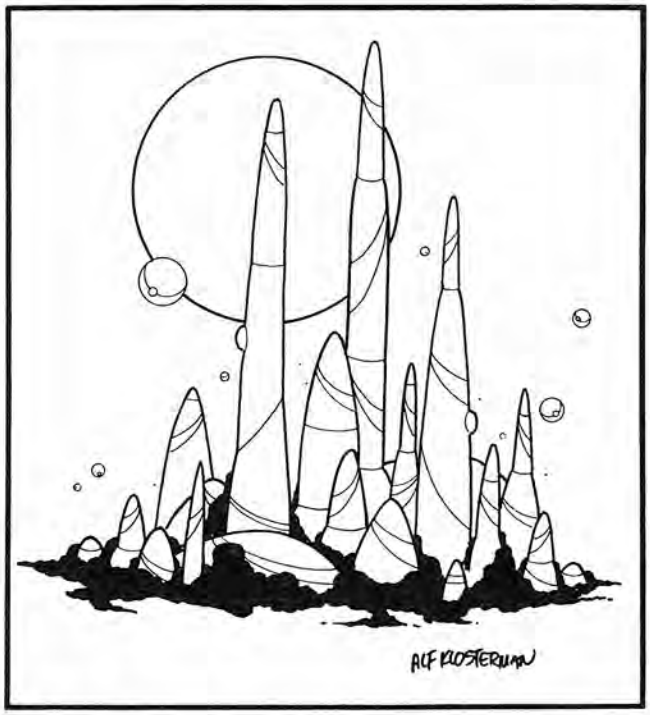
POPULATION TABLE

Class M	*Other*	*Population*	*Class M*	*Other*	*Population*
1	1-2	$1D10 \times 10^3$	7-8	9	$1D10 \times 10^7$
2	3-4	$1D10 \times 10^4$	9	10	$1D10 \times 10^8$
3-4	5-6	$1D10 \times 10^5$	10	1	$1D10 \times 10^9$
5-6	7-8	$1D10 \times 10^6$			

The species of the population is randomly determined. Consideration of the environment should be made; Vulcans, for example, would not consider a Class M planet to be habitable if the temperature was less than 30 C or thereabouts.

FAVORED SPECIES ON PLANET TABLE

Roll D100	*Species*	*Roll D100*	*Species*
01-40	Human	56-60	Edoan
41	Vulcan	61-65	Tellarite
42-50	Andorian	66-70	Skorr
51-55	Caiten	71-00	Other



The final item to be rolled for is the level of technology enjoyed by a planet. This depends on its type, and is measured by three indices: the most efficient source of energy available to the locals, whether they have attained slower-than-light (STL) space travel, and whether they have attained faster-than-light (FTL) space travel.

PLANET TECHNOLOGY TABLE

Class M	*Other*	*Energy*	*STL*	*FTL*
1	–	none	no	no
2	–	wind	no	no
3-4	–	coal	no	no
5-6	–	oil	no	no
7-8	1-4	fission	yes	no
9-12	5-10	fusion	yes	no
13-16	11-16	fusion	yes	yes
17-19	17-19	antimatter	yes	yes
20	20	advanced – unknown		

Only a single roll for technology is made; do not roll separately for each index. The Federation of Planets and the Klingon and Romulan Empires are at the antimatter/yes/yes stage.

One last table. As is common knowledge, a starship's velocity in multiples of the speed of light is equal to the cube of its warp number, ranging from Warp 1, the speed of light, through Warp 8, 512 times that speed. For a *Constitution* Class Starship, as well as most other Federation craft, Warp 6 is the maximum safe cruising speed; Warp 8 is the maximum speed if you don't mind ruining your engines. How long a ship can sustain Warp 7 or Warp 8 depends on numerous factors, such as the skill of the engineer, and blind luck. Dreadnoughts are the fastest Federation ships in existence; they can sustain Warp 8 indefinitely, and their maximum speed is Warp 10 – 1000 times the speed of light. To avoid extra calculation, we hereby present a table with some typical distances on one axis and various warp speeds on the other, showing the time required to traverse that distance. 'y' stands for years, 'd' for days, and 'h' for hours.

WARP SPEEDS TABLE

Distance	*W1*	*W2*	*W3*	*W4*	*W5*	*W6*	*W7*	*W8*	*W9*	*W10*
1 LY	1y	46d	13d	6d	3d	41h	26h	17h	12h	9h
2	2y	91d	27d	11d	6d	3d	2d	34h	24h	18h
3	3y	137d	41d	17d	9d	5d	3d	2d	36h	26h
4	4y	183d	54d	23d	12d	7d	44d	3d	2d	35h
5	5y	228d	68d	29d	15d	8d	5d	4d	3d	2d
6	6y	274d	81d	34d	18d	10d	6d	4d	3d	2d
7	7y	319d	95d	40d	20d	12d	7d	5d	4d	3d
8	8y	365d	108d	46d	23d	14d	9d	6d	4d	3d
9	9y	411d	122d	51d	26d	15d	10d	6d	5d	3d
10	10y	456d	135d	57d	29d	17d	11d	7d	5d	4d
11	11y	502d	149d	63d	32d	19d	12d	8d	6d	4d
12	12y	548d	162d	68d	35d	20d	13d	9d	6d	4d
13	13y	593d	176d	74d	38d	22d	14d	9d	7d	4d
14	14y	639d	189d	80d	41d	24d	15d	10d	7d	5d
15	15y	684d	203d	86d	44d	25d	16d	11d	8d	5d
20	20y	3y	270d	114d	58d	34d	21d	14d	10d	7d
25	25y	3y	338d	143d	73d	42d	27d	18d	13d	9d
30	30y	4y	406d	171d	88d	51d	32d	21d	15d	11d
35	35y	4y	473d	200d	102d	59d	37d	25d	18d	13d
40	40y	5y	541d	228d	118d	68d	43d	29d	20d	15d
45	45y	6y	608d	257d	131d	76d	48d	32d	23d	16d
50	50y	6y	676d	285d	146d	84d	53d	36d	25d	18d
100	100y	13y	4y	570d	292d	169d	106d	71d	50d	37d
200	200y	25y	7y	3y	584d	338d	213d	143d	100d	73d
300	300y	38y	11y	5y	2y	507d	319d	214d	150d	110d
400	400y	50y	15y	6y	3y	676d	426d	285d	200d	146d
500	500y	63y	19y	8y	4y	2y	532d	356d	250d	183d

A discrepancy should be noted here. The above table reflects the performance of Starships as set forth in the series premise. The performance of the *Enterprise* during the show and the performance implied by the map of the Galaxy in the *Technical Manual* are, respectively, greater and much much greater.

If you have any questions, comments, changes, or additions, write them up and send them to *Different Worlds.* □

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STAR TREK

Figures From Citadel

By John T. Sapienza, Jr.

Citadel Miniatures now have most of the parent company's figure lines available in the U.S., thanks to the creation of a U.S. subsidiary. I assume that the ***Star Trek*** *line will be brought out soon to supplement the extensive* ***Spacefarers*** *line, but for the time being they are available in the U.S. only from a few companies that import directly from England. The Citadel Miniatures' U.S. catalog is available from P.O. Box 12352, Cincinnati, Ohio 45212.*

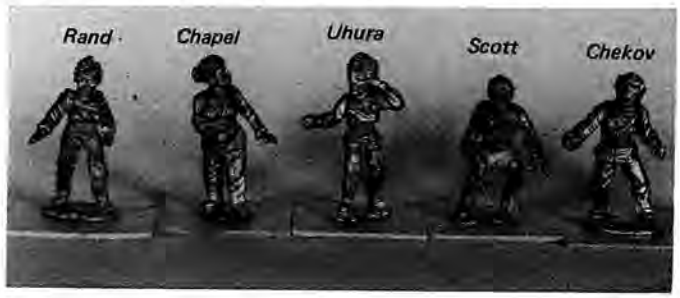
THE STAR TREK LINE

The *Star Trek* line of figures is based on *Star Trek – The Motion Picture*, and therefore features the new uniforms and expanded crew of the movie. This makes sense, when you consider that the continued future of *Star Trek* now seems to be as a series of movies, rather than a revived television series. The figures come in packs of two different figures each, and should sell for about 70p in England, or about $2 in the U.S. The figures are vigorous and well-modeled, despite some criticism below.

ST-1 contains Captain Kirk in two poses. The first is in a meditative pose, with the right hand on his chin, and the left arm at his waist supporting the right elbow. The figure is dressed in what appears to be a formal uniform, consisting of short jacket, trousers, and boots. The second figure is standing as if startled, leaning and looking right. The right arm holds a phaser pistol at waist height, and the left arm is held out from the body for balance. The figure is dressed in outdoor gear, a heavy jacket with large pockets and bulky trousers that hang down to the ankles over the boots. My only problem with this pair is that neither figure looks a great deal like William Shatner – the face isn't tall enough, among other things. The figures are 28mm and 24mm tall, from head to foot (disregarding base).

ST-2 contains Mr. Spock in two poses. The first is the typical "thinking" pose, standing straight with hands clasped behind the back. The second is slightly more active, standing with the left foot a pace forward and pointing forward with the left hand. The right hand holds what appears to be a hand phaser. Both figures are dressed in standard Star Fleet uniform, and both are 27mm tall. Curiously enough they appear to be two different Vulcans. The second figure looks satisfactorily like Leonard Nimoy, but the first figure has a rounder face and a more prominent nose – in fact it reminds me strongly of Sarak, Spock's father.

ST-3 contains Dr. McCoy in two poses. The first is one of characteristic stubbornness, a scowl on his face, arms crossed in disapproval, feet slightly apart and unmoving. The second is an active pose, with tricorder held in his left hand as he pivots to the right to aim a pistol phaser, a look of alarm on his face. Both are dressed in the doctor's open-necked uniform, and are good depictions of DeForest Kelley as Dr. McCoy. The figures are 27mm and 25mm tall.



ST-4, like all the packs that follow, contains two different individuals, in this case Chekov and Scotty, both dressed in standard uniform. Chekov stands with knees slightly bent, as though reacting to hearing something. His left hand is out with elbow back, to balance, and the right hand holds what looks like a rather truncated phaser pistol. The figure, which is 25mm high, is not a very good representation of Walter Koenig – the face is too fat, and the nose too high.

The Scotty figure is in a semi-crouch, with the left hand out with fingers spread as if feeling his way around the furniture. In his right hand he holds a bulky object that could be a phaser pistol or a piece of instrumentation. The figure looks very much like James Doohan (complete with the movie mustache) as Chief Engineer Scott. It stands 24mm tall.

ST-5 contains Sulu and Decker, with uniforms somewhat different because of rank. Sulu stands with his arms at his sides but tensed with hands open, his head turned to the right attending to what he just heard. The figure, which is a passable likeness of George Takei, is 26mm tall.

Decker stands in an aggressive pose, right foot forward and right hand extended with hand phaser ready, left foot back and left leg tensed, left arm out for balance. I don't have a photo of the actor to compare the figure against. The figure stands 25mm tall.

ST-6 contains Nurse Chapel and Lt. Uhura. Nurse Chapel is wearing a loose tunic with open collar, and trousers that seem to have built-in shoes. She wears her hair in a bun behind her head, and stands with head turned left with her left arm out and down as if touching something. In her right hand, she holds what looks like a hand phaser at her waist. The figure is 26mm tall.

Lt. Uhura stands with her left hand to her ear, in the characteristic "listening to communication" pose. But she holds a hand phaser in her right hand, extended as if to fire, with her body tensed and left leg back and flexed, ready to move. The figure is 28mm tall, the extra height due in part to her hair. Neither figure is a particularly good depiction of Majel Barret or Nichelle Nicols, but they will do. (The ranks mentioned above are probably out of date. I am working from photos and descriptions in *The Making of Star Trek*, by Steven E. Whitfield, which is about the TV series rather than the movie.)

ST-7 contains Ilia and Rand. Ilia is wearing a loose tunic that was very striking in the movie, although standard Star Fleet uniform might have been more appropriate to the role. She is, of course, bald, also intended to be striking. She holds a hand phaser in her right hand and appears to be standing ready to react to what happens next. The figure is 24mm tall.

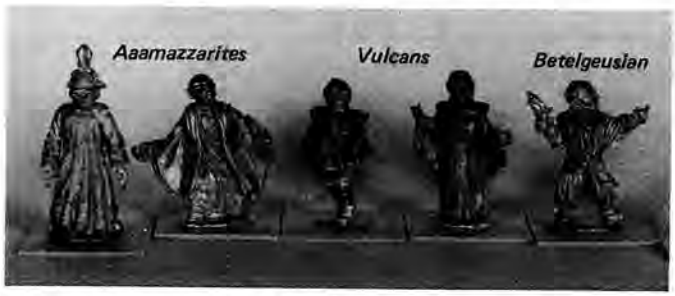
Rand wears standard uniform, and appears to be walking forward with right hand stretched out to touch something at waist level, her left hand held back but pointing forward with the index finger. The figure is 26mm tall, the extra height compared to Ilia being due to hair. I don't have photos to compare against these two figures for accuracy.

ST-8 takes us from specific characters to types of characters by occupation, in this case general crew of the Enterprise, one male and one female. The man is wearing an uniform of jacket and trousers, and stands with empty hands (a weapon could be added easily to the right hand). The left knee is bent as if he were either about to turn or start walking forward, depending on how you look at the figure. The woman is wearing an uniform that is something of a jumpsuit. She stands with legs braced for stability and a hand phaser in her right hand aimed to fire. The first is 25mm and the second is 24mm tall.

ST-9 contains two security guards from the Enterprise. Both wear what looks like a form of armor, with heavy boots, bulky coverings on the body, and helmets that cover the full head, including the chin. Both carry heavy pistols that are probably blasters. One stands with right knee bent, pistol resting on the knee held by both hands. The figure is 25mm tall. The other stands crouched forward, aiming the blaster to shoot with the right hand. This figure is 23mm tall.

ALIEN RACES

ST-10 begins the rest of the series, which contains the representatives of the different races inside and outside the Federation, starting with a male and female Vulcan. The male is partially bald, and wears what appears to be formal dress, including an elaborate tunic and trousers.



He is walking forward with left hand outstretched, and in his right hand he is carrying something that resembles a weapon but might be a scroll. The figure is 26mm tall. The female wears formal robes of rank, including a partial hood, and stands with both hands raised as if to emphasize what she is saying. The figure is 28mm tall.

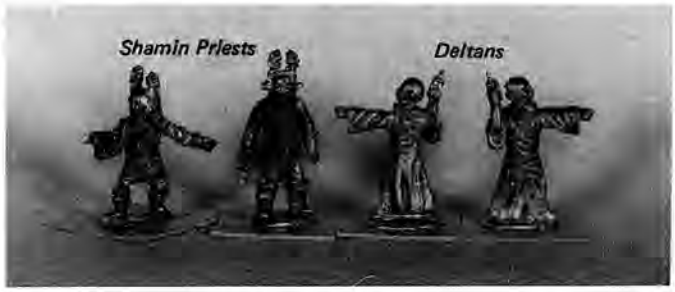
ST-11 contains two Deltans. Although my pack had two identical figures, I assume that this was a mistake and that normally two different figures are included. My figure is wearing enveloping robes that cover him down to his bare feet. His head is bald, and he is wearing what appears to be a false beard. Over one shoulder is a belt containing several spaced pockets or objects. He stands pointing forward with his left hand, while holding a pistol phaser up in his right hand. The figure is about 26mm from head to foot.

ST-12 contains two Klingons, in their distinctive new appearance for the movie with prominent head ridges. They wear standard Klingon Imperial uniforms. One stands alertly with his right hand on his holstered blaster, and is 27mm tall. The other crouches over with head turned to his right side to sight down his extended right arm to fire his blaster. This figure is 22mm tall. Although both are wearing mustache and beard, each is a distinctive individual, and nicely sculpted.

ST-13 contains two Aaamazzarites, who are wearing robes with prominent vertical striping. Their fleshy heads are bald and larger than human, leaving deep-set eyes and mouths. One figure stands leaning slightly back, with right hand up to neck height and left hand at waist height, both spread as if holding something to be added by the user. The figure is 25mm tall. The other stands pointing left with the left hand and looking that way as he holds a pistol up in his right hand. This figure is 27mm tall.

ST-14 contains two Kazarites, who look temperamentally related to the Klingons. They are wearing elaborately banded robes with multiple pouches slung from belts over their shoulders, and physically look quite human. One is crouched slightly over, his face formed in a shout, as he holds a blaster in his right hand, ready to raise it and shoot. The figure is 23mm tall. The other stands upright ready to fire, holding his blaster pointed right and looking right, as he holds his left hand up to balance.

ST-15 contains two Betelgeusians, a race with bald heads, prominent large eyes and cheeks, and relatively small noses. They also seem to have unusually large hands, and the first figure is holding his palms rigid as if ready to attack without a weapon. He is wearing a full robe fastened by a belt at the waist, over which he is wearing a capelike robe. The figure is 26mm tall. The other is wearing a simpler, full robe, plus a plumed hat that reminds me of those seen in Napoleonic France. Counting hat, this figure is 24mm tall.



ST-16 contains two Arcturians, a race characterized by many intricate folds of skin on their heads and faces. Both of these figures are wearing what looks like formal military uniforms. One appears to be turning to look at something, left hand outstretched to touch (or ward off) something, right hand holding pistol up. The figure is about 24mm from head to foot. The other stands turned to the right, where he aims his pistol ready to shoot.

ST-17 contains two Zaranites. Unfortunately, I was unable to obtain a pack of these for this review.

ST-18 contains two N'Kormians, who appear to be human. Both are dressed in the informal Star Fleet jumpsuit uniform, and can be used

as additional crew members in gaming. One figure stands watching events, holding a hand phaser in his right hand. The other holds a heavy blaster in his right hand, pointed to the right ready to shoot. Both figures are 26mm tall.

ST-19 contains two Rigellians, a reptilian race with very prominent nose and mouth combinations dominating their facial appearance. Both of these wear bulky tunics and pantaloons, with toga-like affairs over their shoulders, and both are barefoot. One wears a hood, and stands facing right to aim a small pistol that way. The figure is 27mm tall. The other wears a round helmet or hat on his head, with a cloth covering for his neck coming down from the hat. He holds a staff in his left hand which appears to be a national or military standard. The figure is 27mm head to foot, 39mm overall.

ST-20 contains two Rhaandarites, who appear to be human. One is dressed in flowing robes and a necklace that may be a symbol of rank. He is standing looking left while leaning back somewhat, and with his left hand up as if to defend himself. He holds a pistol ready in his right hand. The figure is 25mm tall. The other is dressed in standard Star Fleet uniform of the formal tunic type, and is running forward holding a hand phaser in his right hand. This figure is 27mm tall.

ST-21 contains two Shamin Priests, who look more like humans wearing ceremonial masks than aliens. They are wearing outfits that resemble samurai armor in flavor if not detail, and each carries a heavy blaster. One stands with hands down as if listening, and is about 27mm from head to foot, 32mm overall. The other stands with blaster ready to fire in his right hand, the left hand held out for balance. The figure is about 23mm head to foot, 28mm overall.

ST-22 contains two Megarites, a race with larger-than-human heads with heavy features but basically human-looking aside from that. They both are wearing heavy ceremonial robes with hoods, and appear to have tatoos on their foreheads. One stands with arms partially spread and pistol almost raised to waist height. The figure is 27mm tall. The other stands pivoted to the right, where he has his pistol raised to fire. His left hand appears to be holding the box or symbol of rank that hangs from around his neck. This figure is 28mm tall.

ST-23 contains two Saurians, who look very lizard-like in facial construction although they are humanoids other than that. One is wearing formal Star Fleet tunic-type uniform, and is running forward with heavy blaster raised in his right hand. The figure is 23mm tall. The other is wearing an informal jumpsuit uniform, and stands with blaster upraised in firing position with his right hand, balanced with his left arm to the rear. This figure is 25mm tall.

ST-24 contains two Andoreans, a humanoid race with horns or antennae. One appears to be dressed in native costume, a fancy tunic with ruffled sleeves and a very wide collar, and very high boots. On his chest is a very large, roughly circular object that may be a symbol of rank. He holds a very elaborate blaster in his right hand, ready to shoot to his right, with his left hand raised for balance. The figure is 25mm tall. The other is dressed in the Star Fleet jumpsuit uniform, and is standing holding a heavy blaster ready to fire with both hands. This figure is 23mm tall. □

Note: We have learned that both Heritage's ***Star Trek: Adventure Gaming in The Final Frontier*** *role-playing game and the Citadel line of* ***Star Trek*** *figures have been discontinued. Interested readers should look in their stores for still unsold stock. – YC*

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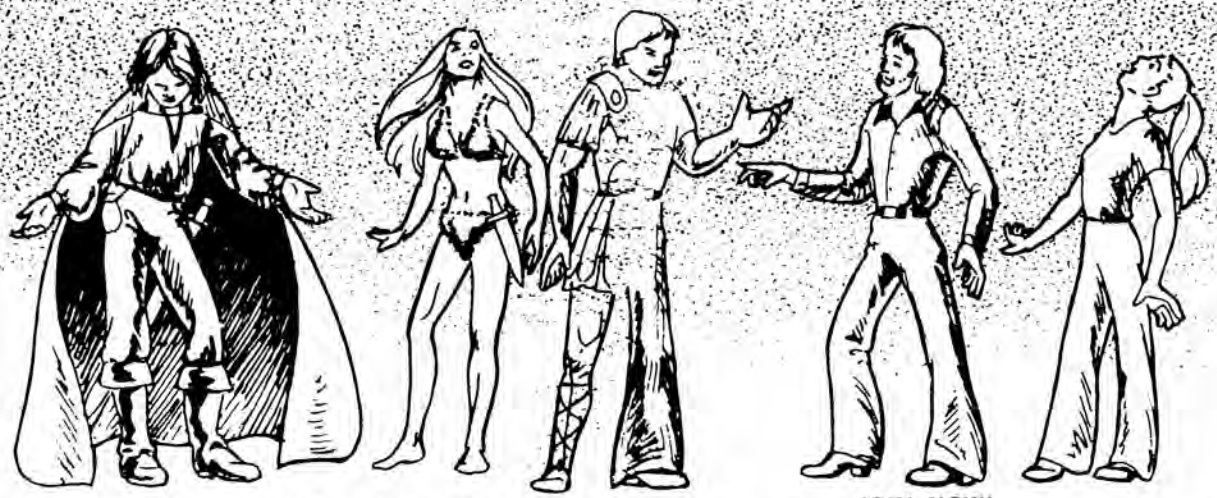

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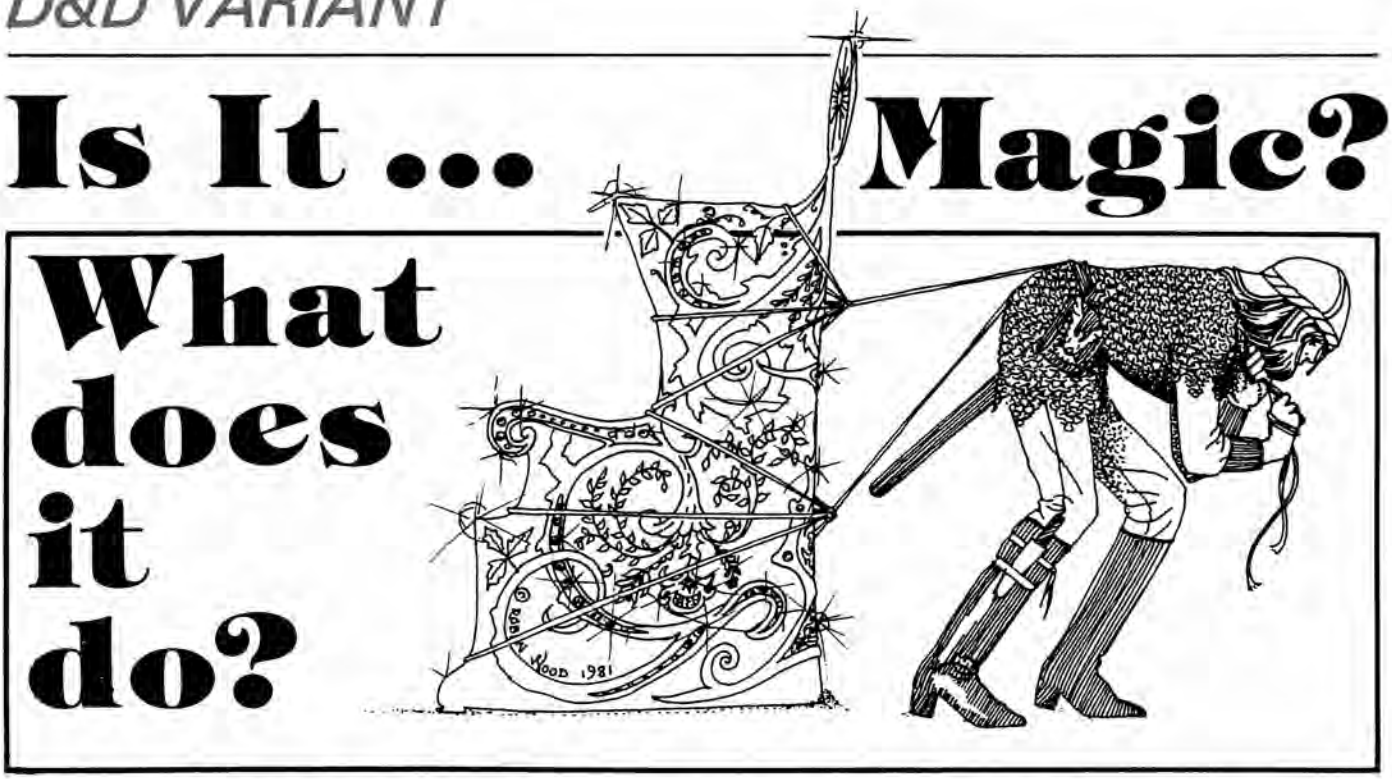


Handling "Detect Magic" Spells and Devices

By John T. Sapienza, Jr.

There seem to be two schools of thought concerning the amount of information that the Detect Magic spell, or a device with that ability, should provide the player. One school delights in keeping the player in the dark over the abilities of a magical sword or other device found during an adventure, as a "realistic" limitation on how much magic is available in their campaigns.

The television series *The Greatest American Hero* is an example of this first line of thought, in which the hero is given a superhero suit with many magical abilities, but loses the instruction book, and has to learn to use the suit the hard way.

The other school of thought prefers to allow the players to learn the abilities of magical devices their characters find with a minimum of delay. I lean toward the latter view, but I still want some limits on the amount of information available, just for fun.

AD&D breaks the detection function into two parts, with the first level spell giving only the information that a device is magical, or that there is a magical spell cast on an area. It takes the higher-level Analyze Magic to get further information. The original *D&D* rules had no such higher-level spell, and in any case I prefer not to force characters to carry that spell in place of a spell better calculated to save their lives in a pinch. So this system is keyed to two uses of the Detect Magic spell, at first level.

Under this system, the Detect Magic spell (and its equivalent in a charged device) can be used two ways. The normal use of the spell tells you only that magic is present, a pure detection function. The spell costs the adventurer one spell slot under the normal *D&D* rules, or the normal cost for a first level spell under the spell point or the klutz factor magic systems. The spell in this mode covers a cone 60 feet long from the user's eyes to the 30 foot wide base of the cone, and lasts for melee rounds equal to the user's level. Thus, a high-level user can scan an area while moving through it, making the spell useful for detecting abnormal areas, such as magical traps, but still limited in time. The spell in detection mode always works.

Uncharged devices with a Detect Magic ability, such as a magic sword or a wand of detection, have a 75% chance of successfully detecting the presence of magic. Each use counts as a "use" if the device is limited to a certain number of uses per day, and each use is good for only one cone 60'x30' lasting one melee round. Charged devices when used in detection mode cost one charge per use. Whether the spell or a device is used, the effect is for the user to perceive the magical area illuminated by a blue glow that is not visible to anyone else. This gives you locations and shapes, but nothing specific on the nature of the magic used.

The other use of the Detect Magic spell is to focus on a specific object in order to obtain information on the magic in the object. In this mode, the spell has a range of ten feet, and has a variable chance of failure that depends on the nature of the user and the nature of the subject. The cost to use it this way is one second level spell slot under the normal *D&D* rules, or the normal cost for a second level spell under spell point or klutz factor magic systems. A charged device uses two charges in this mode; an uncharged device cannot

be used in this mode at all. The duration in this mode is one melee round.

A peculiarity of this mode is that a particular user gets only one chance at extracting information about a particular magical object, and cannot try for more information by repeating the spell or by trying again by using a device. The reason for this is that the information is obtained by bringing the person and the object into resonance, when the person acquires an understanding of the object, and the person simply is incapable of understanding more information than is received the first time. The only exception to this rule occurs when the person rises to a higher energy (experience) level, when another attempt at a focus on that object might yield further information because the person has changed in ability.

Your chance of focusing the spell depends on your level, the level of enchantment, and the nature of the magic employed. This takes two D100 rolls, the first being for making the focus at all, in which you have 5% chance per level (a fifth level mage would have a 25% chance) for magic other than the kind specialized in, and a 10% chance per level within your own type of magic. Thus, that mage would have a 50% chance of making the focus if the object on which the spell is directed was made by another magic user, but only 25% chance if the enchantment had been made by an illusionist, cleric, or druid. The rule of thumb in doubtful cases is that the 10% rule works only if the object is one that the person attempting the focus is able to use. If you fail on the first roll, you know the object is enchanted but you simply don't have the ability to understand it.

If you succeed on the first roll, you then roll D100 again for the amount of information received, as shown on the Magic Analysis Table. The D100 roll is modified by the three factors shown in the Analysis Adjustments Table. The first adjustment is to give some small advantage for levels gained, while the second adjustment is for expertise in the type of magic in the object, and the third adjustment is to reflect the degree of enchantment on the object (the higher the degree of enchantment, the more difficult it is to detect specific information).

Both D100 rolls should be made by the referee, since the players can get clues on the nature of the object if they see what is rolled even if the referee tells them they got less information than the unadjusted die roll would indicate. Note that the information received is cumulative – you learn the information shown on the line for the number rolled (as adjusted), plus all the information on the lines above that. As an optional rule, you could provide that the bonuses for level of user and expertise do not apply when a device is used, thus making the spell more effective than a device.

The analysis table is necessarily written in general terms, and requires a certain amount of care in use to be sure you don't give out too much information. If the net result of the roll with adjustments is basic nature of the enchantment, for example, and you have a +2 sword with a detect gems ability, you would tell the player that the basic number is two, and nothing more. If the object is a wand of fireballs instead, you might say that it has something to do with heat, and leave the player guessing the details.

The adjustments table also requires the use of judgment when it isn't obvious how a particular object's enchantment fits. That wand of fireballs contains a third level spell as its basic operation, so it would be -10% on the D100 roll. If the object contains more than one spell, the highest level spell controls which line applies to the adjustment.

This system is offered in the hope that it will satisfy those who are grumbling about allowing a focusable Detect Magic spell at first level. This limits both the character's ability to focus it at all, and on what information you can get from it in use (it is possible to get a simple "it's magic" even after succeeding with the focus roll). □

MAGIC ANALYSIS TABLE

D100	*Information*
01-21	No information other than that the object is magical.
22-39	General type of magic (magic user, cleric, etc.).
40-54	Basic nature of the magic (but not plus or minus).
55-66	Whether object has more than average intelligence (but not by how much).
67-76	Whether enchantment is plus or minus on basic number, and whether there are any special enchantment numbers (but not what they are, or whether they are plus or minus).
77-84	Exact nature of any special enchantment numbers, and one of the object's basic abilities from its intelligence (if any).
85-90	Level of the object's intelligence, all of its basic abilities, and whether it has any special abilities (but not what they are).
91-94	Level of the object's ego (if any), and one of its special abilities (if any).
95-97	All of the object's special abilities (if any).
98-99	Whether object is cursed (but not nature of curse).
00+	All information about the object, including the nature of the curse (if any).

ANALYSIS ADJUSTMENTS TABLE

Add +1% per level to the D100 roll (including +1% at first level).

Add an additional +1% per level if the enchantment is the type of magic used by the person.

Subtract the amount shown below from the D100 roll for the degree of enchantment on the object:

-5% for + or -1 weapon/armor/ring, or wand/staff/ring holding spell levels 1-2

-10% for + or -2 weapon/armor/ring, or wand/staff/ring holding spell levels 3-4

-15% for + or -3 weapon/armor/ring, or wand/staff/ring holding spell levels 5-6

-20% for + or -4 weapon/armor/ring, or wand/staff/ring holding spell levels 7-8

-25% for + or -5 weapon/armor/ring, or wand/staff/ring holding spell level 9

TRAVELLER

Name: **ATHENA**
Classification: COLONIAL MERCHANT
Manufacturer: **UNITED SHIPWORKS**
Type: MJ-PCF-4
Tonnage: (With Two Lateral Modules) **320*** **(4320M³)**
(With All Four Modules) **440 (5940M³)**
Each Module: **60 Tons (810M³)**
*Ship Cannot Function Without Lateral Support and Cargo Modules. Tonnage of Hull Only is **200, or 2700M³** .
Dimensions: **LENGTH: 70 METERS**
WIDTH: 16 METERS
HEIGHT: 12 METERS (Two Modules)
16 (With All Four)
Crew: **6**
Performance: With Only Two Modules: **Jump-2, 2G**
With All Four Modules: **Jump-1, 1G**
Gravitics: INERTIAL COMPENSATORS
1G FLOOR FIELD
Capacities: NO PASSENGERS
50-150 TONS OF CARGO (DEPENDING ON NUMBER OF MODULES CARRIED)
SUPPORT MODULE ON STARBOARD SIDE ONLY CARRIES SUPPLIES
Armament: **TRIPLE TURRET (BEAM LASER)**
Electronics: MODEL 2/BIS.
Ship's Boats: NO AUXILIARY VESSELS. ONE AIR/RAFT CARRIED IN REAR OF PORT CARGO MODULE
Fuel Treatment: TECH LEVEL 15 FUEL PURIFICATION UNIT. FOUR HYDROGEN SCOOPS IN FORWARD PART OF DRIVE SECTION
Cost: **MCR 60.1** SHIP WITH TWO MODULES
MCR 64.1 SHIP WITH FOUR MODULES
EACH MODULE COSTS **MCR 2**
Construction Time: 12 MONTHS

OTHER SHIP PARTICULARS

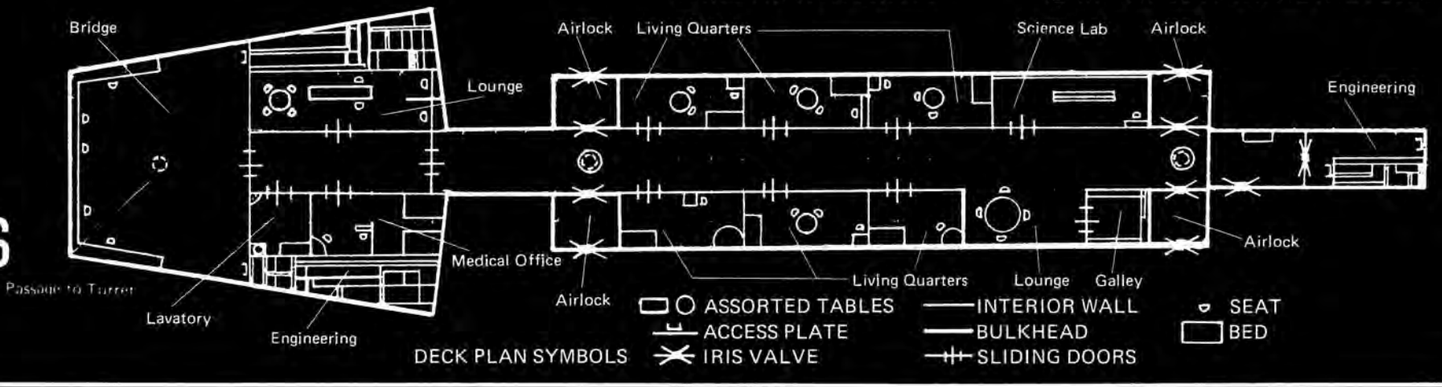
Bulkheads and the hull of the ship consist of two layers of titanium; each layer is three centimeters thick.

Light switches are located on the environmental control systems panel on the bridge, and each room has a light switch on a panel near the room's door. The main hallway, the bridge, the airlocks, and the lounges are always lit. Lighting is very dim in the cargo modules.

Modules are connected to the ship by electromagnets. Attach/detach controls are located on the main computer panel on the bridge. Controls governing the airlocks are on the main computer panel and on wall plates inside and immediately outside the panels.

The Athena's cargo modules are designed to carry a wide variety of cargo from supplies, medicines, and tools for colony worlds, to weapons, armored vehicles, and small fighters. Goods are loaded/unloaded by first detaching the modules from the ship (see above), then removing the electromagnetically-fastened noses from them. After the loading/unloading process is over, the nose pieces are fastened to the modules. The modules are then reintegrated with the ship.

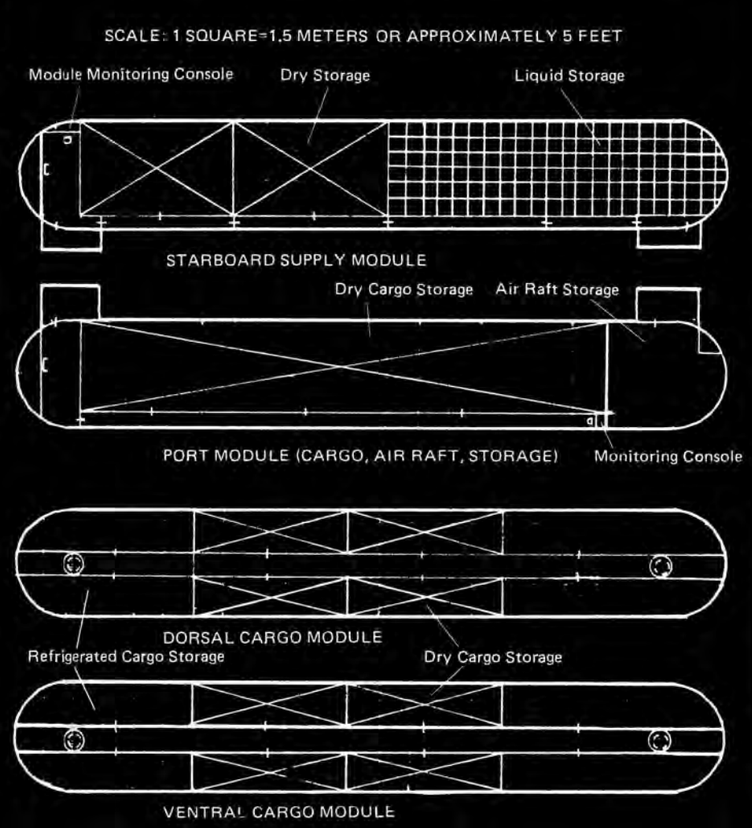
STRAIGHT FROM THE DESIGNER'S DESK



Starfreighter Athena

By Henry J. Padilla

This is a representative drawing done by Kuhurnet Plar of Plaven/ Cronor, in the local "heroic mode" artstyle.



The Designer Comments . . .

"We designed the Athena Class starfreighters for trade among the well-protected outer colonies of the Imperium where great speed, armor, and weaponry is not needed. I feel that the best feature of the Athena is the general science laboratory which permits crews to study various flora and fauna, chemicals, minerals, etc., of a lesser explored planet.

Merchants will find this ship especially profitable when lab tests help them make on-planet decisions as to which commodities they should ship back when on a new planet.

I would now like to describe the ship. . .

You enter the ship through an iris valve into the main airlock at the back of the ship, in front of the engineering section. In the airlock is a heavy duty locker containing ten pressurized suits for space walking. Going through the forward valve, you enter the main part of the ship. To your right and left are iris valves giving access to the support and one of the cargo modules, respectively, and above and below you are valves leading to the other two modules.

Moving forward to your left is the galley, complete with an auto-cook. To your right is the extensive science lab. Next, you walk past the six staterooms and the airlocks and, after opening the sliding door, the medical office and lavatory on the left, and the crew lounge on the right.

The bridge is the room furthest forward on the ship. Starting from left to right, the terminals on the control panel are: the Guidance Control and the Sequencing Computer at which the pilot sits; the communications panel which provides vocal communication inside the ship and its modules, as well as outside with loudspeakers and radio equipment; the navigation controls; the engineering console; and the environmental systems controls, which regulate the air purifier, plumbing and power systems, and other accessory items. The two hatches provide access to the avionics sections and the overhead valve leads to the triple laser turret." □

FAST TOWNS

By Martin Connel

Quick Generation System

Definition: A Chronograph is a graphic representation of how long it takes to get from one location to another, and what other locations must be passed to get to the desired location.

During the course of many a role-playing game, a party of player-characters will happen into a town the GM had not completely prepared – that named dot on the campaign map. It is easy to say that such and such an establishment can be found, but this gives a very superficial atmosphere – as if the town can be envisioned as a convenient department store. In order to add detail and a special feel to a town or city at the spur of the moment, without having to minutely detail each street and building nor rely on some random table, I have devised the *Quick Chronograph* system.

The heart of this system is the "chronograph." Each chronograph is a network of lines and squares on a hex grid or graph paper. The various lines represent *temporal* paths between locations. The nodes are the only things on the grid that have any special identity. They are the general groupings of buildings or markets and are the only likely places where characters can run into one another.

The chronograph is defined by a three-numbered code similar in appearance to data notation, CN/S/SL. CN stands for chronograph number, S stands for scale, and SL stands for the sophistication level. Chronograph number refers to one of my twenty stock chronographs that I have used. Scale stands for the time, in minutes, that each hex takes to cross. Sophistication level serves a number of functions and therefore requires some discussion.

Sophistication level has nothing to do with the technology level available in the town. It refers to the extent to which an area has been developed. How many shops/markets are to be found in an area, how much other construction there is in an area (homes and other domestic concerns non essential to the game), and how populous is the town? All these fall under the jurisdiction of sophistication level. I use a scale of one to ten for sophistication. A twenty-hut village with one market or store will barely rank as 1 while a city of 100,000 will rank as a 10. The referee should make the judgement as to the sophistication level of his towns.

Each node designates the location of a number of important buildings. For the number of pertinent buildings at each node, I use Table 1.

Sophistication level can also be used to determine whether or not a character will be encountered at a given node. SLx10 is the percentage chance that a character will not be spotted by a pursuer, provided that he is actively sought and he is evading pursuit. SLx8 is the possibility that a character passing through a node will *not* be spotted by a pursuer when the character is neither avoiding nor seeking. SLx5 is the percentage chance that a character will *not* be spotted, provided that both pursuer and character are looking for each other. Feel free to use modifiers liberally.

Example – The players in my campaign, instead of heading toward the town my scenario intended for them, proceeded inexplicably to Dre-air, an undeveloped city. Having a feel for roughly what I wanted for Dre-air, I selected chronograph 4, a town of several points of interest but sporadic temporal placement. It is moderately developed, about SL 4. Dre-air is a small town, less than one mile across, so the scale used should be each hex equals two minutes.

According to the SL of four, there are usually two important businesses at each node for a business total of ten. What is needed in the town? First off, there has to be an inn/tavern, a stable, and a blacksmith; probably a town hall, a pharmacy or chemist, and several temples as well. Stables and the blacksmith would go together, and due to horse droppings they would be located a distance away from more reputable establishments. I placed them at node one. I then placed the others making sure that the tavern/inn was placed the closest to the stable. The complete town description is as follows:

Dre-air CN/S/SL = 4/2/4

1. Blacksmith, Stable
2. Inn/Tavern, Pharmacy
3. Oreonar Temple, Chalana Arroy Temple
4. Town Hall, Guard House
5. Daka Fall Temple

(insert names as desired)

I know and can consistently say that Noowah the barbarian will take approximately twelve minutes to go from from the stable to the town hall; that when he passes through the neighborhood of the Oreonar temple he has a 32% chance of not being seen by someone searching for him in that neighborhood that he is neither avoiding nor seeking.

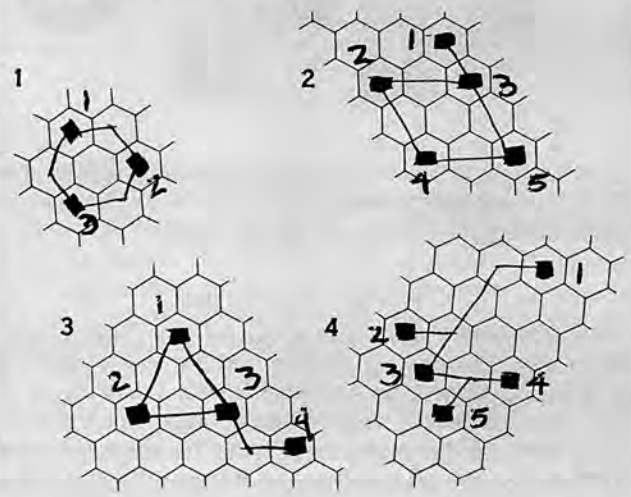
All this took me less than five minutes to generate, yet it still provides a good framework to present to the players. And I have not yielded any creativity to a set of dice.

I have used this system equally well for *RQ* as well as *Traveller* and it should work for most other systems. I have even used the essential concepts to design my cities that are GM specials using custom chronographs. □

Table 1, Important Businesses

SL	*No. of Businesses*	*SL*	*No. of Businesses*
1	1	6	3
2	1	7	3
3	1	8	4
4	2	9	5
5	2	10	6

Table 2, Sample Chronographs



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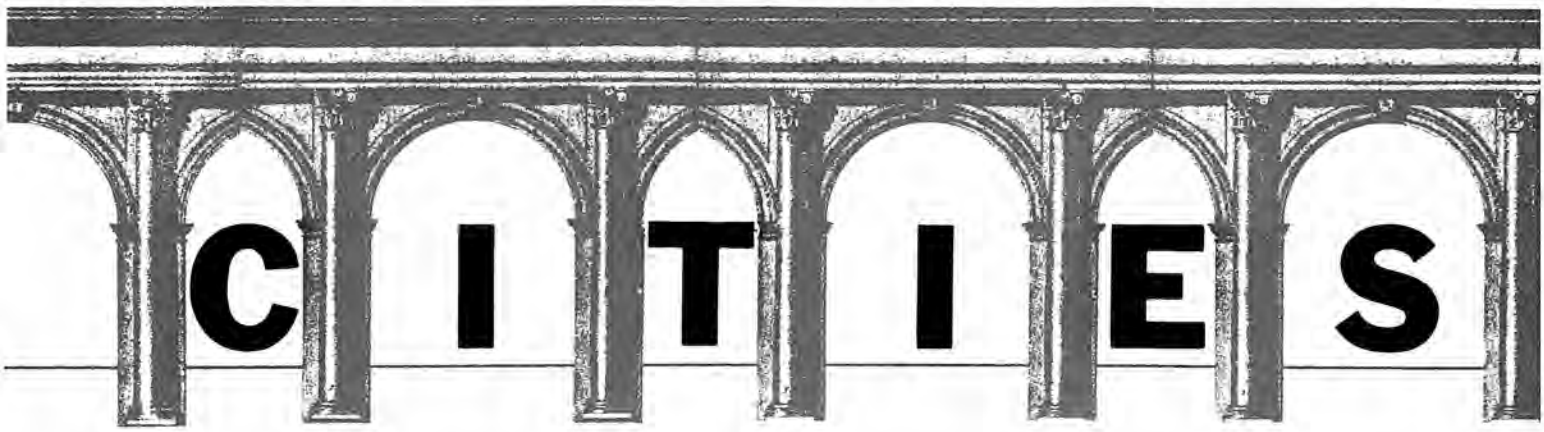
How to Design



By Patrick Amory

The following article is an aid to designing *Chivalry and Sorcery* cities swiftly, informatively and in a manner consistent with the *C&S* feudal culture. The reader will find that this article is useful not only for medieval-fantasy systems and campaigns but for any city design at least as a guide.

First of all, you should forget about the "list every shop" approach. To work out statistics, background, believable personality and history, and customers/prices for every shop, building and institution in the typical 15-30,000-inhabitant fantasy city consumes an incredible amount of time and energy.

In fact, this approach is straitjacketing: most cities change with the times and you will find you don't want to erase your lovingly detailed situations, characters and buildings. A much more comprehensive view of city-designing must be taken: every little shop is not important: customs, government, socio-geography, class-structure, institutions and major industries are.

HISTORY & GEOGRAPHY

The two major factors for all of the above are history and geography. Most cities are located in nations: kingdoms, duchies, empires. In designing your campaign, you will have noted down a brief history of the nation; its major wars, rulers, upheavals and evolution of government. The history of the city should be extractable from your notes; for example "In the year 542 Burgundy suffered from a Cansch invasion": if your city was on the road between Burgundy and Cantree it may have been sacked, even razed; "Felix the Third was a liberal king who had the people's interests at heart": perhaps the city was granted a royal charter, freeing it from feudal services.

The geography of the city is the other major factor in determining its history: is it on a river? the ocean? a major cross-continental route? the middle of a swamp? In each of these cases the geography will have had significant impact on the city's history. If it is one of the first three cases, it is probably a trade center; the last requires a little more imagination. For a village in the middle of a swamp to have grown into a city there has to be something special about it. Is it a smuggling center? More likely a shrine, a place of pilgrimage, a great abbey, or a king's capital.

PHYSICAL DETAILS

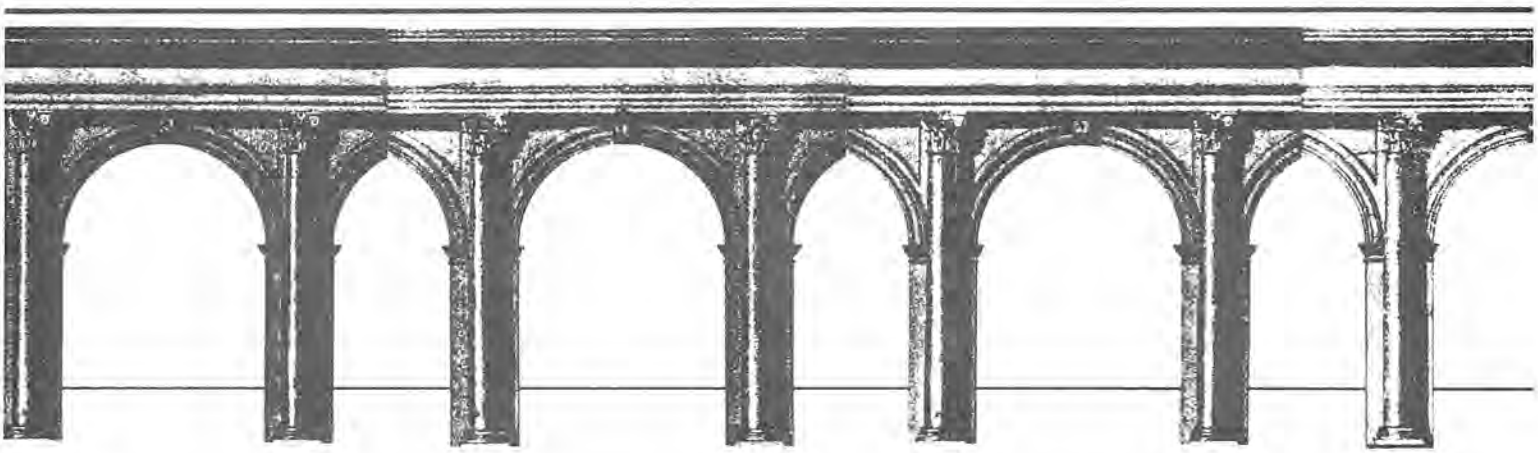
Once you have a vague idea about the city's history and a fairly clear idea of its geography you can start on the map. It is best to draw it on graph paper with a scale of 30' per hex. Two-millimeter squares will do fine. Don't feel any need to make the streets conform to the graph paper a la TSR. Medieval streets twisted in the most unlikely directions. A few thoroughfares will do; be sure to leave open spaces for major buildings: the castle, a cathedral or temple. With your history in mind, "Reims developed out of a tiny fishing community on the north bank of the River Loire..." plan the city out, first marking in major geographical features (rivers, harbors), then the city center (market, palace, the most twisty and narrow of the streets), then the outskirts. Place perhaps an inner wall, with outdated square towers, and then an outer wall, with newer polygonal or round towers. Either wall may be falling down in places, and there should be plenty of gates. Medieval London had seven: Ludgate, Moorgate, Aldgate, Aldersgate, Bishopsgate, Newgate, and of course, London Bridge. If you can see the origin of the names of the gates, it will be easier for you to invent your own believable names. Aldgate is Old Gate, Ludgate is Lord's Gate, Aldersgate is Older Gate. More on names below.

Do not draw individual shops and houses; most buildings were connected and it is more convenient to think in terms of blocks. Then any specific buildings or shops can be added later simply by drawing them in.

Next a fortress of some sort, determined by the population of the city (*C&S*, page 16), must be placed, along with a cathedral or other major place of worship. Remember, the apse of the cathedral must face east.

POWER STRUCTURE

Now that you have the physical details of the city down at least roughly, you must concentrate on its life. Look at the form of the government (feudal, elective, communal) within the context of the nation and determine what the major political factions will be. Perhaps one faction repre-



sents the guilds, or the guilds may form many factions unto themselves ("Power to the clothiers!" "No, power to the fishmongers!"). There might be an anti-magick faction, a religious faction, factions composed of the above favoring one of the national political factions (pro-baron, pro-king). Here, your imagination is the limit. Be sure to be consistent with the rest of your campaign.

HERALDRY

As the city takes shape in your mind and on paper, you should set to work on a coat of arms for the city and the major guilds, factions, and families (see article next issue). A recognizable sign will help "personalize" your factions and add much color to the city. Get a book on heraldry and sigils out of the library or at a bookstore; this section in *C&S* is distressingly incomplete and colorless. A very useful document would be the colorful chart "The Guilds and Livery Companies of the City of London," a beautiful English poster which gives the coats of arms of the 94 Guilds of London still extant, their orders of precedence, a brief history, and placements of their still-existing Halls on a map. This is very authoritative, having been edited by the Richmond Herald of Arms, and is available from Heraldic Heritage Ltd., Reddin House, 278 Mitchin Lane, London SW16 6NU for 1.95LB plus postage (check the current exchange rate). This chart is also a valuable source of ideas, and could be inserted verbatim into your campaign, thus saving you an immense amount of work.

CUSTOMS

Perhaps the next most important thing to consider is what makes a city unique: its customs. This will include major holidays some of which may be left over from pagan times, ceremonies peculiar to the city (the Queen of England still has to ask the Lord Mayor's permission to enter the City of London), particular prejudices, hates, and modes of address. A short listing will fill out the city and make it seem more "real" to the players because it's not just another fantasy adventure.

MAJOR INSTITUTIONS

With this in your mind, you can start filling in the major institutions, (friaries, guilds, almonries, the Mayor's palace), keeping similar institutions near each other. Thus the Tanners, Skinners, Clothiers and Mercers Guilds might be close to each other. Similarly, the houses of the rich merchants would also be in one quarter of town, although this is by no means a hard and fast rule. Ghetto streets might abut the major city route, for medieval cities were very jumbled places. Religious institutions in particular were scattered, and once you have marked in the major ones, you should spread quite a few parish churches about, each named for identification (example: St. Germain-des-Pres, St. Andrew Undershaft, St. Margaret Patten. These names, from churches in Paris and London, refer to the fact that the first was originally built in a field and the city spread around it thus engulfing it, the second was built under a maypole, and the third was the Pattenmakers, a guild church). Be creative and cryptic, and don't hesitate to take ideas from actual historic churches.

This same practice should be carried over to street names. Medieval street names were descriptive, thus Lombard St., Milk St. Again, be creative and twist modern words around. To a great extent, the name should describe the street. Once you have finished with the streets, go to squares, districts and bridges.

MINOR INSTITUTIONS

You are now ready to fill out as desired. You have the framework of the city, and the rest will come quickly, through outlining or improvisation. Adventures aren't based around single shops (although they can be); in a city they usually involve the larger forces of politics and religion.

You will find that instead of shops NPC's will be more useful since they can be inserted into encounter charts and indeed form the life of the city. The necessary information is level (skill), personality, brief history and political faction. With the NPC's, adventures could be carried on in the city without a map.

One final helpful note: if you wish some quick but sketchy idea of which shops are where, the answer is color-coding. Using colored pencils with a certain color for each type of shop, color in the blocks appropriately. Don't forget the taverns and inns; there should be a lot of these, and they are worth developing in detail. □

By Ken Rolston

The Tale of The Jolly Soldier

don't despise a soldier just because he's poor

*This scenario was written for use with the **RuneQuest** role-playing system. It can be adapted for use with other systems by the addition of appropriate statistics for the non-player-characters.*

"We'd better get work soon," said Brude. "Our purses are getting very light."

"Quit worrying. Would you rather be back in Sartar working for some Lunar governor on a road gang or something?" Dural observed.

"Well said. I guess I'm just getting depressed here in this little town. We don't know anyone, we don't know the ropes – we're just ripe to end up in some kind of jam."

"Yeah? Well, do me a favor. Just don't get involved in anything. Just mind your own business and we'll get along fine."

"Sure," said Brude with an air of resignation. "Right. Everything'll be okay."

The pair poke their buddies, stand up, leave coin for their sour wine, and straggle out into the alley. A fine drizzle amplifies the foul odor as the group wanders back toward their pitiful lodgings. The dark, dingy walls of warehouses form resonant tunnels under a pitch black sky. The party turns a corner and walks right into a frozen tableau. Two figures, a young man and a woman who's holding a horse's bridle, are surrounded by a nasty-looking squad of low-life wharf rats. An old guy pushes through the group of thugs and menaces the young man with a fist. The woman cowers behind the young man.

"You thankless slut!" the old coot howls. "You go and marry this penniless rascal of a mercenary after I told you not to?! You think I'm going to have such slime in my family?! Well, I'm gonna marry you two good and proper! I'm gonna marry you two to the end of my sword, you worthless whore!"

THE CODE OF STREET BRAWLS

The GM should be familiar with the following ideas and should run the NPCs – good guys and bad guys – as though they were familiar with these concepts. On the other hand, the players should only know what they are smart enough to observe or ask about. At best, they may be shrewd enough to ask a local who might be positively inclined toward them (for example, the soldier and lady they are assisting).

For example, if things are going badly for the old man, he may try to employ the party's ignorance of the local customs and laws against them. He might yield, then continue baiting the party to goad them into violating surrender acceptance – a social gaffe that the court is unlikely to overlook, even for a recent immigrant – hoping for at least a more sympathetic ear from the court.

The customs and laws are as follows.

1. A father is due respect and obedience, but there is no law enforcing it. Neither may a father injure his children for any reason: that sort of discipline is up to the religious or legal authority to administer.

2. No man may assault another except in self-defense; however, in cases of verbal provocation or abuse, a court might consider these as mitigating factors.

3. Any surrender or yelding must be immediately accepted. It is very poor form to continue striking at someone who has surrendered. Failure to accept surrender and persistence in pursuing the attack on a victim is harshly viewed both by the civil and religious authorities. A curse leveled at an abuser of surrender may be prosecuted by the gods themselves, if the offended party, or a party on their behalf, petitions before the priests of a cult.

4. Abuse of surrender (treachery and so on) is extremely bad form. Both the curse of the wronged and of the civil authorities will cause you to regret offering a surrender, then treaching on it.

5. When you offer to surrender to a person, he has the right of a ransom from you. The accepter of the surrender has the right to suggest the terms, and the person surrendering the right to accept them, or, if he wishes to continue the fight, to reject them. However, if a person asks too much as a ransom, both the civil authorities and the cult may be petitioned for a reversal, and a greedy captor may find himself paying the surrendering person if he is not careful.

6. No matter what other civil issues are involved, a ransom may not be ignored. By surrendering, you incur the responsibility, and no civil court will absolve you of that responsibility.

7. You as the attacker must be able to justify to the court that a sincere effort was made to avoid maiming or killing, or you may be faced with a serious accusation of brutailty, which is often treated very harshly.

8. If you are called to account before a council, you may call upon a citizen or cult priest as your spokesman, and that chosen spokesman may not refuse the duty. Of course, it is not a good idea to choose someone who will resent being called as your spokesman. He may get you in real trouble.

9. You are entitled to seek paid legal advice. This advice varies in quality and sincerity.

10. You will be tried before a city council representative, a pilot or alderman (a city official), and a Gray Sage. These three act as a joint court to sentence, fine, or award damages to agrieved parties.

Rowdy One

STR 11	R Leg (01-04) 2/4
CON 10	L Leg (05-08) 2/4
SIZ 13	Abdom (09-11) 2/4
INT 12	Chest (12) 2/5
DEX 9	R Arm (13-15) 2/3
CHA 4	L Arm (16-18) 2/3
Defense 0%	Head (19-20) 0/4
POW 12	**Hit Points 11**

Thrown Rock (D4) 65% SR 3
Knife (D4+2) 80% SR 9 Par 50%

Skills: Hide 30%; Listen 45%; MoveQuiet 25%; SpotHid 30%;

Spells: Fireblade (4); Demoralize; Binding; DetectLife; MultiMissile2; Healing 3 Move 8

"Oops, the old guy's gone arga-warga," whispers Brude. "We better stop him before he does something tasteless."

"Wait!" hissed Dural. "You fool! You don't know what's goin' on here. You're just a 'furriner what don't know what's what . . .!"

"C'mon, do you think I'm gonna sit around while that old bozo carves up the pair?" Brude pulls loose from Dural's grip on his cape and strides over to the crowd around the pair. "I say . . . Excuse me. What seems to be the problem?"

"Issaries! That idiot. Well, what are the rest of you guys waiting for?" growled Dural. "Let's go back him up!"

INTRODUCTION

". . . And up stepped the old man, and unto them did say,
'It's for your disobedience to me this very day:
'For you to be so mean as to become a soldier's wife,
'Then in this lonesome valley I will surely take your life."

This verse from an Irish folk song, "The Jolly Soldier," is the inspiration for this scenario. In the song, the girl is afraid her rich father will disapprove of her marrying a soldier of low social station, but marries on the sly anyway. As they are coming home, they are set upon by Dad and seven armed men, whereupon Dad announces he's going to punish them for their cheek by murdering them. In the song, the soldier proves his mettle by drawing sword and pistol and dispatching the first two bravos who come near him, while the lady holds the horse's bridle and cheers on the soldier boy. Dismayed, the bravos run away, leaving a rather sheepish father who must plead for his life. Dad offers 5000 guineas to spare his life, but the daughter says the offer is too small, and says, "Fight on, my dear charmer." I like her style. Anyway, Dad comes to his senses immediately, and he offers to make them his lawful heirs. Thus is true love and professional military training extolled and rewarded.

In this scenario, several additional narrative elements have been added. First, the player-characters will come upon this domestic disturbance in the street. Since they are gentlemen, romantics, and professional soldiers-of fortune, they will surely identify with and side with the soldier and his bride against the Dad and the seven hoods. However, one further complication is added: the players are new to town, and they are not familiar with local laws and customs. They will know that they should do something, but they won't know exactly what is in good taste, what is decent, or what is legal. Another fine mess.

The scenario is in two main parts. First, the player-characters come on the fracas, they become involved verbally, then, inevitably, physically, for Dad and the bravos are reckless, hotheaded, and spoiling for a fight. A melee ensues: this may be scaled anywhere from a no-weapons-or-magic brawl to a free-for-all, to-the-death battle. The GM should play the Dad and the bravos as initially willing to limit their aggressiveness to non-lethal combat; however, keep in mind that Dad has hired these thugs to help kill his daughter. Their forbearance may be brief and formal – simply a preliminary to mayhem. For the party's part, they really don't know how the authorities will view their activities, but, once involved in the melee, they may have to concentrate not on what is fair play, but on how to stay alive.

The GM will run the soldier-groom, and though his melee talents and spells he may subtly control the flow of the battle. At an opportune moment, the GM will produce the authorities, who will break up the fracas and take everyone into custody. Here begins the second part of the scenario. The players must defend their actions before a tribunal which is empowered to fine, exile, sentence to imprisonment or hard labor, or award damages to a wronged party. Here the players must use their wits and their role-playing abilities to obtain justice and to avoid unjust punishment, to support the cause of the soldier-groom and his bride, and hopefully, with a well-pleaded case, to obtain an award of damages or punishments against the Dad and goons.

THE SETTING

There is no particular map necessary; if the GM wishes a specific map, I suggest setting the action in front of the Tin Inn in *Apple Lane*, or in back of the Red

Bear Lodge in Trilus, on the map on page 33 in the *Griffin Mountain* scenario pack. Any city street setting that confines the area of action will keep the events in a small enough area to be run easily by the GM. The use of scale figures on a pre-drawn scale hex or graphpaper map is recommended, since the total area and number of figures is so small. Visualizing the action will also encourage entering into the role-playing fully.

SELECTING THE PLAYER-CHARACTERS

Adapt the composition of the opponents if you believe your players are too tough or too weedy to face them. I recommend four relatively low-level or intermediate level player characters against the specific group of opponents discussed below, but it may also be fun, according to the tastes of your players and yourself, to make the melee lopsided in resources in either the party's or the thugs' favor. If the party is clearly outnumbered and outmatched, they may have to try some other ploy than direct confrontation. This might be an interesting problem for your players. On the other hand, if your players are so tough and well-gunned that they can blow away the bravos, they may have a hard time arguing afterwards in court that they were only acting in self-defense. Adventurers smashing about citizens may be frowned upon, and the party may be hard-pressed to justify any casualties to the council if it can be demonstrated that the party had the power to take the bravos out without injuring them.

THE ACTION

After you have brought the player-characters into the action, set the map of the area you have chosen for this encounter before your players and show them where their characters enter. Describe the opponents they will be facing in general terms, such as: "One guy is really big, with a club, but he looks like an idiot."

At this point, the players will probably try to talk a little, at least to give them some time to gage the situation. This is an opportunity for the players and GM to go to town in role-playing dialog. The old man should be distinctly insulting and inflammatory, while the bravos should make suitable bully noises. The lady and the young soldier should do their best to explain their situation to the party, but the soldier is too proud to ask for help. The lady has no such compunctions, and may plead in a most plaintive manner.

The jawing is all very entertaining, but don't stretch it out too long; this script calls for some action. Probably one of the bravos will have to start the fracas, or perhaps the old geezer can make a lunge with his sword at the lady. In any case, get the boys to rumbling before the players begin to get frustrated or restless.

You may play the bravos as complete boobs, or as sinister and competent thugs. If the bravos are just jerks, then they will jump into the fracas without any preparation, and any spells they may work on themselves will be after the commencement of hostilities. On the other hand, if the thugs are competent, they will be baiting the party while stalling for time as they get their Bludgeon and Protection spells up in preparation for the rumble. You may also either operate the thugs as poorly coordinated or as an experienced team, depending on what kind of a challenge you think your players are ready for. Later I will give a chart of what I would consider likely tactics from a well-prepared group of heavies as they wade into the player-characters.

The arrival of the sherrif and town militia may be timed as the GM wishes, depending on how much hack-n-slash he wants.

If the GM wishes to avoid a protracted brawl that is likely to produce fatalities, he may have the gendarmes arrive post haste, interrupting the melee after about five rounds or so. Alternatively, the GM may decide that the sherrif and militia have to gather, then run a long way to respond to an alarm about a riot in the street; in this case, the authorities may arrive only in time to take the survivors into custody. Alternatively, the GM may set the arrival of the authorities at a fixed or random number of rounds – say, after ten rounds, or after 2D10 rounds.

In any case, the arrival of the authorities ought to have at least the potential for an immediate smothering of hostilities. It is possible, at the GM's discretion, to encourage the party to attempt to flee from justice and become fugitives or to resist the authorities; however, this is not what I had envisioned, though I can

Rowdy Two

STR 8	R Leg (01-04) 2/4
CON 9	L Leg (05-08) 2/4
SIZ 17	Abdom (09-11) 2/4
INT 12	Chest (12) 2/5
DEX 11	R Arm (13-15) 2/3
CHA 15	L Leg (16-18) 2/3
Defense 0%	Head (19-20) 1/4

POW 17 **Hit Points 11**

Thrown Rock (D4+D2) 65% SR 3
Knife (D4+2+D4) 60% SR 8 Par 40%

Skills: Hide 25%; Listen 45%; MoveQuiet 25%; SpotHid 25%

Spells. Speedart; Disruption; Befuddle; Countermagic 3; Healing 2 Move 8

Rowdy Three

STR 9	R Leg (01-04) 2/5
CON 14	L Leg (05-08) 2/5
SIZ 10	Abdom (09-11) 2/5
INT 10	Chest (12) 2/6
DEX 9	R Arm (13-15) 2/4
CHA 11	L Arm (16-18) 2/4
Defense 0%	Head (19-20) 2/5

POW 10 **Hit Points 14**

Thrown Rock (D4) 40% SR 3
Knife (D4+2) 35% SR 9 Par 25%
Kick (D6) 50% SR 9

Skills:Hide 35%; Listen 45%; Move Quiet 25%; Spot Hid 30%

Spells: Ironhand 4; Shimmer 2; Healing 4 Move 8

Rowdy Four **The Idiot**

STR 17	R Leg (01-04) 1/6
CON 16	L Leg (05-08) 1/6
SIZ 18	Abdom (09-11) 1/6
INT 5	Chest (12) 1/7
DEX 10	R Arm (13-15) 1/5
CHA 5	L Arm (16-18) 1/5
Defense 0%	Head (19-20) 1/6

POW 7 **Hit Points 18**

Fist (D6+D4) 20% SR 8
2H Club (D10+2+D6) 20% SR 7 Parry 25% 20HP

Skills: Hide 0%; Listen 5%; Move Quiet 5%; Spot Hid 0%

Spells: Healing 1 Move 7

Rowdy Five

STR 12	R Leg (01-04) 1/4
CON 13	L Leg (05-08) 1/4
SIZ 8	Abdom (09-11) 1/4
INT 7	Chest (12) 1/5
DEX 13	R Arm (13-15) 1/3
CHA 5	L Arm (16-18) 1/3
Defense 0%	Head (19-20) 1/4

POW 16 **Hit Points 12**

Shsword (D6+1) 40% SR 8 Par 30%
Dagger (D4+2) 60% SR 9 Par 65%

Skills: Hide 40%; Listen 50%; Move Quiet 50%; Spot Hid 60%

Spells: Silence; Invisibility(3); Healing 2 Move 8

Rowdy Six

STR 10	R Leg (01-04) 2/2
CON 7	L Leg (05-08) 2/2
SIZ 7	Abdom (09-11) 2/2
INT 17	Chest (12) 2/3
DEX 17	R Arm (13-15) 2/1
CHA 6	L Arm (16-18) 2/1
Defense 20%	Head (19-20) 2/2
POW 15	**Hit Points 6**

Rapier (D6+1) 75% SR 5 Par 65%
Dagger (D4+2) 85% SR 7 Par 75%
Thrown Dag. (D4) 55% SR 1
Skills: Hide 45%; Listen 30%; Move Quiet 30%; Spot Hid 45%
Spells: Silence; Invisibility(3); Mobility; Heal 2 Move 8

see it would fit many a GM's narrative needs in a given circumstance. Assuming, for the moment, that we wish the arrival of the authorities to signal the immediate end of the melee, it will be important that the GM has developed a thoroughly convincing police force, confident and competent to handle any group of rowdies. For these purposes, make sure that the militia and sherrif have an ample supply of magic like Demoralize and Befuddle, or nets or sleep gases, or some credible means of instantly and peacefully subduing the participants. It is possible that certain participants may get hurt in the subdual process, but generally try to avoid killing the participants to stop them from quarreling.

Once everyone has been taken into custody, it is time for a little talk-talk again. The players should be trying to plead their innocence to the authorities, while the old man and bravos ought to be forcefully and falsely presenting their side of the story. The young man and his bride will be trying to explain what's going on to the party, and the party should be trying to find out from the authorities and the married couple what their best course of action might be. Finally, after all, the response of the sherriff must be, "Tell it to the Judges," whereupon the players will be led away to cells separate from the thugs and told to cool their heels until tomorrow when the tribunal meets.

Rowdy Seven

STR 10	R Leg (01-04) 1/4
CON 11	L Leg (05-08) 1/4
SIZ 9	Abdom (09-11) 1/4
INT 14	Chest (12) 1/5
DEX 13	R Arm (13-15) 1/3
CHA 6	L Arm (16-18) 1/3
Defense 10%	Head (19-20) 1/4
POW 8	**Hit Points 11**

Rapier (D6+1) 75% SR 5 Par 50%
Main Gauche (D4+2) 65% SR 8 Parry 50% 18 HP
Skills: Hide 40%; Listen 35%; Move Quiet 35%; Spot Hid 40%
Spells: Shimmer 3; Invisibility(3); Healing 2 Move 8

At the GM's discretion, he may wish to give the players time to interrogate the married couple while they rest in their cells. If the players decide that they want to hire a legal professional, or they know someone in town who they would like to ask to be their spokesman, such messages should be able to be transmitted by the guards. Depending on how shrewdly the players select their spokesman, or how fortunate they are in obtaining legal counsel, their time in court may be made less risky. Of course, if the players know no one in town (this may be the first scenario they have run in this location) or they are too poor to employ legal counsel (for example, a Lhankor Mhy legal expert might cost 500-1000L., while a semi-pro local pleader might cost only 100L.), then the only thing they might be able to do is call upon their respective cult temple for aid and spokesmen. Depending on the degree of the cult's commitment to its members, and depending on the player's status in the cult, a spokesman at least ought to be available in most circumstances, and in rare cases, the temple might undertake the burden of legal expenses for a well-known or devoted worshiper.

THE TRIAL

As the prisoners are brought into the room, they are seated opposite their counterparts in front of a high dais with a long table, at which are seated three men: the local city councilor, the alderman for the immediate section of the city, and a Grey Sage, dressed in the distinctive robes of a Lhankor Mhy priest. If the party has been able to procure a legal advisor or spokesman, they will be able to confer before the proceedings begin; however, the party will notice that the old man has obtained a Lhankor Mhy legal adviser and has also managed to produce one of the local trade guild heads as a spokesman. Things look black indeed; the only hope for the party is their certainty in their rectitude and the wisdom and mercy of the court.

Ideally, the GM should obtain the assistance of two or three other experienced FRP gamers to play the parts of the judges. Each of these judges should have had a chance to examine this scenario description, particularly the section on rules and customs of street brawls. If necessary, however, the GM must be prepared to play the roles of the legal advisers, the trade guild spokesman, the old man, the hooligans, the married couple, and the judges. Here much of the dialog and structure will have to be improvised, but I offer several suggestions and models below for handling this section of the scenario. Of course, if the GM wants, he can dispense with the details of the trial completely and straightforwardly tell the players what their sentences or damage awards might be. Extended talk-talk role-playing like this is not to everyone's taste, and it is best that the GM adapt the parameters of the scenario to fit his audience.

However, if the GM does wish to run the courtroom scene, I offer these suggestions:

1. Prepare ahead of time a brief speech for the Lhankor Mhy adviser, the trade guild spokesman, and the old man. (Sample speeches are included below.) These speeches should avoid an accurate description of the circumstances as much as possible, and they should focus on the eminent wealth and social position of the old man vs. the rough and unfortunate condition of the recent immigrants. The cards should be stacked so that it is clear that the old man knows he hasn't a legal leg to stand on, and he is simply using his wealth and influence to try to sway the court. (This, of course, assumes that the party did not inadvertently commit some major breech of custom or law that the old man can use. In this case, the party is in serious trouble.)

2. Let the party cross-examine the thugs and the old man on the actual details of what happened. Assume the old man is too afraid of the court to clearly lie, but that his hedging will clearly indicate that he is ducking the facts.

3. Let the party call the soldier and his wife as witnesses. Let them do their best to make this into a romantic case of true love wronged injustly. The degree to which the party charms the GM should influence the final judgement.

4. Each player should be permitted to make a statement. As a judge, you should look for accuracy of facts, earnest intent to perform a moral act, mitigating ignorance of the law, and the corresponding misdeeds of the old man.

5. After all the testimony and statements have been heard, let the old man make a single summary statement, then let one of the players make a summary statement. If you are intending to give the characters a break, make it clear in the old man's summary that he is looking for mercy based on his long years of service and citizenship to the community, and have him make excuses for his rash behavior. On the other hand, if the party has broken laws or customs and left themselves open to the old man's accusations, then let the old man make his case forcefully and forthrightly, and leave it to the players to make excuses in their summary statement.

Old Man

STR 12	R Leg (01-04) 3/4
CON 11	L Leg (05-08) 3/4
SIZ 10	Abdom (09-11) 3/4
INT 12	Chest (12) 3/5
DEX 8	R Arm (13-15) 3/3
CHA 15	L Arm (16-18) 3/3
Defense 0%	Head (19-20) 3/4
POW 12	**Hit Points 11**

Bdsword (D8+1) 35% SR 8 Par 25%
Whip (D4+2) 80% SR 6 HP 11
Skills: Hide 30%; Listen 45%; Move Quiet 25%; Spot Hid 30%
Spells: Demoralize; Befuddle; Mobility; Prot 4; Detect Enemies; Healing 4
Move 8

Soldier/Groom

STR 15	R Leg (01-04) 2/5
CON 12	L Leg (05-08) 2/5
SIZ 15	Abdom (09-11) 3/5
INT 11	Chest (12) 3/6
DEX 9	R Arm (13-15) 2/4
CHA 14	L Arm (16-18) 2/4
Defense 0%	Head (19-20) 4/5
POW 8	**Hit Points 13**

2H Long Spear (D10+1+D4) 60% SR 4 Parry 45% HP 15
1H Long Spear (D8+1+D4) 50% SR 5 Parry 20% HP 15
Shortsword (D6+1+D4) 45% SR7 Parry 30% HP 20
2 Darts (D6) 35% SR3 Par 15%
Large Shield Parry 70% HP 16
Skills: Hide 35%; Listen 40%; Move Quiet 40%; Spot Hid 35%
Spells: Bladesharp 2; Demoralize; Repair(2); Mind Speech(2); Healing 4
Move 8

Daughter/Bride

STR 8	R Leg (01-04) 0/3
CON 9	L Leg (05-08) 0/3
SIZ 9	Abdom (09-11) 0/3
INT 9	Chest (12) 0/4
DEX 13	R Arm (13-15) 0/2
CHA 15	L Arm (16-18) 0/2
Defense 5%	Head (19-20) 0/3
POW 7	**Hit Points 9**

Grapple (Special) 35% SR 8
Spells: Healing 2
Move 8

SAMPLE PARTICIPANT STATEMENTS

The Old Man:

Gentlemen, I don't need to prove that I'm an old and respected member of this community. It is shameful that I must be brought here to court before a group of foreigner hooligans. I had simply gone last night to find my darling daughter, who has been seduced by that rascal soldier-of-fortune, to tell her to come home to the

family that she has always found generous and loving. I had gathered a few friends with me, just in case the scalliwag had gotten together a bunch of his cronies, as he obviously had. (Here the old man points significantly at the party.) I was just discussing with my daughter the risks of life with a rootless vagabond when these toughs ambushed my group. We did our very best to avoid a fight, but if a fight they would have, then certainly we must give it to them. It is certainly fortunate that the constable happened so quickly upon our fracas, or I fear that those tramps might have caused more serious injuries and damage to property among my fellows. For our part, sirs, it is clearly a case of self-defense, whereas, for the part of those ruffians, it is clearly a case of an unprovoked attack upon lawful citizens. I feel my companions and I are due damages from these louts, and I believe that the city would be well served in giving them a stiff fine, a short labor sentence, and a prompt banishment to prevent their kind from troubling our citizenry again.

The Lhankor Mhy legal advisor to the Old Man:

Judges, your experience has acquainted you with many such cases: street brawilng is a vicious crime and a slur on the name of our peaceable city. I can make no apologies, however, for my client's attempts at self-defense: clearly these men who attacked my client are hardened and experienced professional fighters, and a citizen who will turn the other cheek unto such a group is asking for a short life and a violent death.

The legal issues are clear here: these men tried to interfere with the father's right to speak to his child. Putting aside their presumption in judging the domestic affairs of others, they had no right to interfere. That the young soldier had conspired with these men to ambush our elder citizen is only demonstrable by circumstantial evidence: how convenient that these men just happened to be walking this way. Surely it is only a coincidence that the parties are all professional soldiers. Of course, these things cannot be established through witnesses, for the only witnesses would prefer to avoid incriminating themselves.

Of course, it is clear that these veteran soldiers did not adhere to any sense of decency when they caused such a grievous wound on this young lad (points to the village idiot) that it might have cost his life, had not a healer been close at hand. Here I believe we deal not just with assault, but also with brutal assault, a far more serious charge. I would never condone the kinds of street brawling these men are possibly so accustomed to, but I would far prefer brawling to murderous intent.

I hope the Judges see the danger in these men and their way of life, where killing is their business, and their immediate response to a domestic dispute. Their conduct is a great danger to our citizens, and I hope you will agree with our sentencing and damages proposals after you have determined the guilt of these brawlers and worse. Thank you, my lords.

6. Let the party confer with one another whenever they wish, and permit them to confer also with any legal adviser, spokesman, or with the married couple (you the GM) whenever they need. By the way, the party should get what it pays for. If they hired a cheap semi-pro pleader, make his legal advice less valuable than the advice of a learned Grey Sage. On the matters of custom, however, even the married couple know the customs of the town well enough to provide good counsel in such matters.

7. After the players have made their plea, give the judges (or yourself) a few moments to debate the sentence. Then the judges will deliver their view of the event, one at a time, or through a single spokesman. In this statement, they will clearly indicate who they believe was wronged and who has done the wrong. If the blame is mixed, the court will describe it as such.

Then the judges will address the agrieved party, requesting a recommendation for sentence or damages. If each party is deemed to have wronged the other party, then counter proposals should be made. Thereupon the judges will again deliberate for a few minutes. Then they will render their final sentencing and levy of damages. For example, if the court feels that the party interfered rightly, but too zealously, the judges may decide that the party should pay a fine to each of the injured parties, while the father and the bravos might have to pay a much larger sum and serve a sentence at forced labor for assaulting the couple. In such a case, all the party will get out of it is a sense of virtue, though of course, afterwards, the couple will come and offer a token reward for the party's help, and perhaps make offers to help them find mercenary guard work, or offer them their hospitality until they are established.

CONCLUSION

The party will have gained from this scenario certainly some combat skills, possibly some money, and maybe some valuable friends and dangerous enemies in the town. Various follow-up scenarios suggest themselves:

The party faces reprisals from the old man and the thugs.

The party is sentenced to labor as a guard group on one of the frontiers.

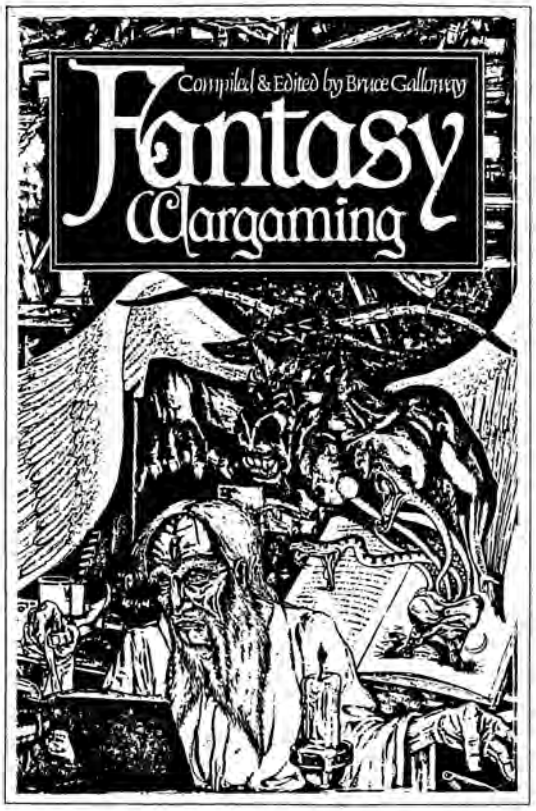
The party is employed by the sherriff who is impressed with the party's cleverness and virtue.

The young soldier offers to join the group and lead them to a cache of mysterious artifacts he came across in the wilderness on one patrol.

The possibilities are many. In any event, even if the party gains nothing, they will have had a chance to face a challenge a little different from the standard dungeon-delving in many other scenarios. □

TACTICS FOR A WELL ORGANIZED ROWDY GANG

Character	*Pre-melee*	*Round 1*	*Round 2*	*Thereafter*
Rowdy One	Demoralize	Fireblade	Melee with Fireblade	Melee (Fireblade)
Rowdy Two	Speedart	Throw Rock Befuddle	Throw Rock or use Knife	Melee with Knife
Rowdy Three	Shimmer	Ironhand (Shimmer)	Kick (with IH spell)	Kick or Knife
Rowdy Four Idiot	Gawk	Gawk	use Club	Use Club
Rowdy Five	Invisibility	Dagger	Dagger	Dagger (or Escape Invis.)
Rowdy Six	Mobility	Dagger	Dagger	Dagger (or Escape Invis.)
Rowdy Seven	Shimmer	Rapier (Shimmer)	Rapier (Shimmer)	Rapier (or Escape Invis.)
Old Man	Protection 4	Melee with Whip	Whip	Melee (Prot 4 or Befuddle)
Soldier/Groom	Bladesharp 2	Demoralize	1 H Spear Shield	Shield & Spear (Bladesharp 2)
Daughter/Bride	Worry	Scream	Grapple Inexpertly	Heal/Grapple



FICTION & ROLE-PLAYING

This Column Will Review Selected Books As Sources For Information For Role-Playing Campaigns

ANOTHER EDITORIAL BLUNDER

***Fantasy Wargaming*, compiled and edited by Bruce Galloway, Patrick Stephens Ltd.**

Reviewed by Greg Stafford

Fantasy Role-Playing is still growing, and likely to continue to do so for some time. One good sign of the future is the appearance of hardback books.

The Random House *Dungeons & Dragons* edition set the pace in the book market, as *D&D* has for the whole game industry. Other hardcover books to appear recently include *High Fantasy* and its many supplements, *Fantasy Role-Playing Games* by J. Eric Holmes, and the soon-to-be released hardcover versions of *Dragonquest* and *Runequest*.

Fantasy Wargaming is the latest to cross my desk. I began it with curiosity and anticipation since this is a subject which interests me greatly. I became even more eager when I read the dust jacket which states:

"It is thus ideal reading for all those who have wanted to know what fantasy wargaming is about but were afraid to ask; for experienced players wishing to broaden their horizons; and, indeed, for anyone who fancies himself (or herself) as a swashbuckling warrior or mighty magician, thieving cleric or brazen harlot, beautiful princess or chivalrous knight."

These are all needs which certainly should be filled, and the focus on beginners is of special interest to me since my own efforts are geared towards that end.

The introduction, titled and subtitled "Revelation (or 'In which all is Revealed') gives a good general explanation of what Fantasy Role-Playing is, introduces *D&D*, criticizes 'dungeon crawling,' mentions an unpublished setting called Leigh Cliffs, then makes a series of claims on what is to follow.

Four points are claimed to be included: 1) An outline of dark age culture, including politics, religion, and magic; 2) a 'unified field theory' of magic and religion; 3) playing rules which cater to adventures at all levels, from individuals to mass battles; 4) A demonstration that FRP will be richer through the use of historical information.

These are all wonderful intentions; thus I set forth to see how well they succeded in meeting those claims.

Chapter I is titled "City, Court and Country." It provides a first-class primer for anyone who wants a quick and thorough understanding of early and late feudal lifestyles. Taken with the "Social Class and Background" chart on page 100, and the specific comparisons provided on page 130 on, an excellent picture of the Middle Ages is drawn.

Chapter II provides a rationale for a "Unified Theory of Magic." It again provides an excellent set of definitions for many obscure meanings of occult subjects. A superb source.

Chapter III provides another pleasing essay, this time on the subject of magical beasts. It gives no details, which are instead found between page 206-222. I would like to point out the scholasticism evident in the book, which includes two types of unicorns, differentiates between Celtic and Germanic dragons, shows the differences between Dark Age and High Middle Age dwarfs, and includes the bonnacon, my personal favorite among all bestiary creatures. These are just a few examples of many fine points.

Chapter VI, "The Compleat Enchanter," is full of excellent advice to referees, especially new ones seeking a lasting game.

The list continues this way; each chapter is a creditable essay on its subject, with the exceptions of the game rule systems. It is a shame that the book does not meet its game-system claims, because that failure detracts significantly from enjoying it. And the book is one which can be enjoyed, but not for what it claims to be. The different authors show differences in ability and style but they all exhibit knowledge, enthusiasm, and an understanding of what they wanted to do. It just seems that the book's claims don't really agree with their goals.

The book suffers from a lack of a single hand to oversee its internal consistency. For instance, on page 37 there is a criticism of the Alignment system and a statement that such is not found in this game. Then, on page 75, while discussing Elric and other Moorcock creations, it again states that the idea of a battle between Law and Chaos "does not truly fit in with the ideas we have tried to put forward in this book." Yet, on page 89, among advice for referees, it states, "Likewise, characters of radically different alignment who act hand in glove with each other, should be penalized, with a possible change in alignment." A list of authors and contributors is included in the front of the book, and the different portions show different writing styles, so such contradictions are understandable. However, they detract from the book's consistency.

This single example is, I believe, an editorial blunder, but only a petty one in comparison to the incorrect claims of the book about the completeness of its game systems. It claims to provide an entire game system for both individual and mass wargaming. It fails on both counts.

The FRP rules make a serious attempt to meet the claims. I will leave the merits of the game's unique combat and magic systems to those who delight in making such comparisons. The system fails even before that stage because it does not lay the groundwork necessary to begin play. The authors assume, like most game system authors, that the readers already know a lot of material, which newcomers do *not* know.

For example, there is no explanation on how to generate random numbers, though it is necessary to do so to settle conflicts. Other important information, such as a definition of *DD*, are so imbedded in the text as to be nearly impossible to find when needed.

These problems make it all but impossible to even begin play. I concur that most experienced gamers would be able to make sense of this system if they tried, but that does not help the novice.

The explanation of mass fantasy combat is even worse. It does enough to satisfy anyone familiar with historical wargaming, especially those who use the popular Wargames Research Group rules. However, at a critical point in the text it states, "In the event that all the above is gibberish to you, we regret that space precludes out explaining here all the basics of 'ordinary' wargaming." This is inexcusable in a book which claims to supply all necessary information for newcomers.

In summary, the essays and background sections are first class and I recommend them highly to everyone seeking this information. It gives everything needed for a feudal background. However, the game systems are sadly inadequate as beginners' guides.

I think the book should have received some stiff editorial judgement before publication. If trimmed and slightly redirected it could have been presented correctly as a medieval sourcebook. Alternatively, an editor could have recognized the holes in the game system by reading it himself, with a critical eye, and ordered another rewrite before putting his publishing company on the line. As it is, this is a book for afficionados, not beginners.

A comment on page 72 reveals what seems to have been the origin, direction, and (I would bet) the desires of the authors. In discussing the relative merits of different literary sources it rightfully praises the Merlin books by Mary Steward. There it says they are "right in line with how it ought to happen if you follow the guidelines in this book." I believe that the book would have been significantly better if it had attempted to outline that idea, in essay and rules, from the very start. □

SCIENCE FICTION

MOTIVATIONS

***If the Stars are Gods*, by Gregory Benford and Gordon Elkund, Ace, $2.25.**

Reviewed by Lynn Willis

This is a short science fiction novel, expanded from a Nebula-winning novelette. I have not read the novelette, but it must have been very short, for this book is only politely of novel length. It has four independent settings: Mars, the Moon, Jupiter, and Titan, each about the sole returnee of the first Mars mission, Bradley Reynolds.

In each story, Reynolds encounters an alien experience and adjusts to it. In this universe the threats come from other men; the aliens are classy altruists with high intellects. The men (spineless, ignorant bureaucrats, politicians, and tub-thumping Christians) threaten because their rigid policies cannot include new evidence: they work Cold War rivalries into the first meeting with star-hopping aliens, try to declare that gene-manipulated babies (now adult scientists) are inhuman monsters, and attempt to fence in Reynolds as part of their efforts to keep humankind on the One True Path. These plot-action villains are thin and unbelievable, since the reasons behind such impulses are never explored. Portraying perpetually sect-ridden Christianity as a monolithic bloc, for instance, is as egregious an offense against history as the in-book offense against astronomy that a politician character makes when he squirms over the number of kilometers in a light year.

In the first story, Reynolds discovers that the source of Martian life was an improperly sterilized Earth lander – a discouraging discovery which he conceals in order to continue the space-flight program.

Some decades later aliens enter the solar system in a thermonuclear pulse drive starship. These giraffes with hands for feet have come to our system to commune with our sun, their own having become arbitrary and upsetting. For an unexplained reason, they ask to see Reynolds as the 'priest' of our sun, a position which Reynolds naturally takes a while to understand. The story is of Reynolds' conversion to the (fictively well-founded) belief that a supra-consciousness exists within the sun, and Reynolds' experience of the consciousness convinced me, at least. These aliens have a sense of humor (they acknowledge that consciousness and reality blend – but not quite) and have religiosity (believing is more important than proving).

Orbiting Jupiter, project leader Reynolds staves off Christian rumblings and frantic orders from Earth in order to allow his manip (gene manipulated) workers to solve the mysterious transmission from Alpha Libra and to make a suicidal contact with the intelligent spheres of Jupiter's upper atmosphere. This third story is the weakest in motivation and plot – the descent to Jupiter reads like a summary of Clarke's 'A Meeting with Medusa', except that this version is duller, shorter, and less inventive.

In the final story, a feeble Reynolds goes without permission to Titan, 'as far as I'm going to get,' to experience the crystal lattices spanning the moon. Knowing he will die soon, he goes alone to the great crystal arrays, and there does die while partaking of vision of the universe and himself. An afterword reveals the lattice to have transmitted the essence of Reynolds to a distant star system, where he engages in immortal dialogues with others so gathered. The book ends on this vision of a materialist Valhalla.

The Stars Are Gods is useful for role-players in the way that it depicts alienness by motivation. The presentation of and documentation of motivation not usually considered human will always convince the reader, for it tells of something new. Extra arms, big nasty teeth, or slimy tentacles do not a memorable monster make, unless the monster also has strange or incomprehensible aims. The '50's and '60's monster movies were scary so long as the monster remained unrevealed. Once the monster appeared (and thereby was defined), the laughter began. But alien motive, unlike alien form, commands respect, interest, and wonder, so long as it tilts our normal frame of reference, and then commands empathy or sympathy once it is understood.

Important monsters in role-playing games should be well-motivated if referees want a change of pace from hack'n'slash adventures. Twice in this book, in the Moon and Titan stories, new motives are considered; that is twice more than most books attempt. ■

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REVIEWS

WILD WEST ■ ORDEAL BY ESHAAR ■ FLIGHT OF THE STAG ■ HIGH PASSAGE 2 ■ SIMBA SAFARI FASA SHIP PLANS ■ ACTION ABOARD ENCHANTED WOOD ■ MORE

WILD WEST

Anthony P. LeBoutillier and Gerald D. Seypura
Fantasy Games Unlimited, Inc.
$11.00
Reviewed by Steve Peterson

Fantasy Games Unlimited pioneered the art of producing role-playing games that cover somewhat less popular backgrounds. Their latest effort is *Wild West* (40 pages plus map and charts), a role-playing game set in the Old West. *Wild West* was written by Anthony LeBoutillier and Gerald Seypura, who also produced *Skull & Crossbones*. The two games are similar in their treatment of background, although the combat systems are significantly different.

Wild West is well presented with attractive artwork and a readable graphic presentation. Unfortunately the organization of the rules does not follow any obvious plan. Important sections of the combat system are sprinkled throughout the book with a fine disregard for continuity. The card stock reference sheets help, but when you are first trying to understand the rules, it helps to have everything in one place.

Character generation is a mixture of the old and the new. Each character has nine Primary Characteristics (Physique, Constitution, Agility, Accuracy, Intelligence, Common Sense, Perception, Charisma, and Luck), which are generated by rolling 3D6. Then seven Secondary Characteristics (Height, Weight, Ratio, Strength, Damage Factor, Leadership, and Right/Left Handed) are generated by a series of not-so-simple formulas (I recommend a calculator). The formulas lead to some strange distortions. For instance, the average character is 5' 8" tall and weighs 196 pounds (Hoss Cartwright?).

At this point, you generate the character's military background, age, and cash on hand. Then you go back to using your calculator to determine lifting and carrying capacity. Once you have gone through all that work, you can get to the heart of the game: selecting your skills.

Wild West lists some 45 skills that you may choose from. The beginning character may choose 10 skills, subject to a few restrictions. The skills are each described in game terms and related to the characteristics of the character. Also listed is how much experience you gain from successful use of your skill. This is a nice touch that makes life easier for the GM. My only complaint with the skills is that the descriptions are frigidly skimpy, most of them having only one line of explanation. When *trapper* is given as a skill, it would be nice to see a paragraph or so about how you trap animals and what knowledge this gives you (recognizing game trails, knowing habits of various animals, etc.) rather than eight words of explanation.

The heart of any game is the combat system. *Wild West* introduces a new concept to role-playing combat, the Role-Playing Probability Chart (RPC). The RPC is the basis all die rolls in the game. It consists of a line on the left marked from 0 to 140 (the Experience line), a line in the middle marked from 0 to 21 (the Characteristic Value line), and three lines on the right marked off in varying percentages. Using the chart consists of laying a straight edge from the Experience line through the Characteristic Value and reading off the percentage on the indicated line. This system condenses several pages of tables into one easy-to-read chart. That seems to be the theory, but in practice the RPC is somewhat awkward to use. The variation among the three lines (which are supposed to represent Short, Medium, and Long range, or Easy, Medium, and Difficult) is minimal. The difference between Short and Long range is about 25%, which seems low to me. However, the authors are to be applauded for coming up with a novel way to avoid several potentially dense charts.

Combat is similar in spirit to *RuneQuest*, including apportioning hit points to various parts of the body, using percentiles for *to hit*, and rolling for hit location. Unfortunately, *Wild West* lacks both armor and Healing 6, and as a consequence people who get into fights in *Wild West* tend to get maimed or killed rather swiftly. The combat I tried ended with everyone involved either dead or crippled for life. This fight did not include rifles only pistols.

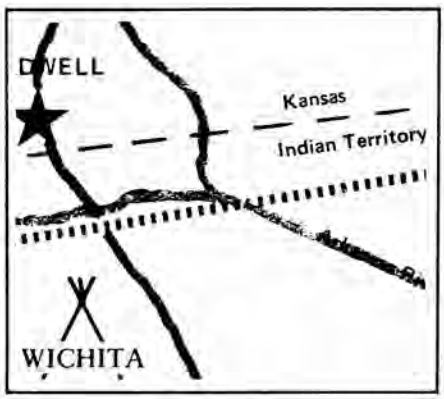
The Combat Round system used involves a lot of paperwork for everyone involved, plus a lot of looking at charts. There is a long list of maneuvers to choose from, but they are often ineffective. For instance, firing from a prone position or a bench rest only gives you +5% to hit. To anyone who has spent any time on a firing range, this is absurd.

The maneuvers take up various amounts of time to perform, and this leads to some problems. The way the combat system is structured, once two people are facing off with pistols, their best bet is to keep firing, since any defensive action takes several segments to complete and only results in at most a 20% reduction of the enemy's chance to hit. Combining this with the way the damage system works, people in firefights are quickly incapacitated, usually permanently. This may be realistic, but it is not a great deal of fun to play a character who is in a wheel chair and has one arm missing.

The weapons list covers only a small time span from 1860 to 1878. The weapons differ little from each other in game terms, one pistol being much the same as any other. The ranges given for the rifles are much too long. The sources I have read state that hitting a man-sized target at over 200 yards was an incredible feat in the Old West, yet here the average long range for a rifle is 500 yards.

Once you get used to it, the combat system works well, although it is definitely slower than *RuneQuest* combat. When you get into combat in *Wild West*, be prepared to play for keeps. Characters that pick a lot of fights probably won't last too long in this game.

Once I had absorbed the character generation system and the combat system, I decided that this game was playable and had good potential. I was then ready for the section on background, looking for all that vital information about the Old West that would help me recreate the flavor of the times. Somehow, that section was left out of



Wild West. All that remains are a few scanty paragraphs that barely fill two pages. I searched in vain for a timeline, lists of famous Old Western gunfighters, anything of that nature. The only thing that came close were the two pages devoted to authentically reproduced train schedules, which I found somewhat less than useful.

A role-playing game that deals with historical subject matter should be prepared to provide the GM with background material that can be used to start a campaign. This is what *Chivalry & Sorcery* did so well, and since *Wild West* came from the same publisher, I expected the same coverage. I don't wish to spend a month or two collating data on the Old West, cobbling together my knowledge of John Wayne movies and Louis L'Amour novels to produce a campaign structure. I want the game writers to do that for me, or at least help me start.

Overall, *Wild West* lags behind the field in terms of playability and presentation. The combat system is usable, but it is definitely not an advance of the art of game design. The lack of background material really prevents *Wild West* from being a playable game. If you are willing to spend a fair amount of time, pick up *Wild West*. The map of Dodge City circa 1880 is quite useful, and so is the map of the Old West. If you want to run some western role-playing, here is my advice: buy *Wild West*. □

ORDEAL BY ESHAAR

J. Andrew Keith and William H. Keith, Jr.
FASA
$6.00

Reviewed by Tony Watson

Ordeal by Eshaar is a new adventure for *Traveller*, produced by one of the more fast-rising concerns in the hobby. The adventure is set on the environmentally hostile, but strategically critical world of Eshaar, and revolves against the backdrop of the conflict and intrigue of the Fifth Frontier War.

This booklet is roughly comparable to GDW adventures. It is presented in the same 5¾ by 8¾ inch format as the GDW books and the style and layout of the graphics inside is practically identical to that appearing in GDW books. The format is essentially the same, save that more illustrations are used. This is no surprise; co-author William H. Keith, one of the most prolific and, in my opinion, best, artists who have been associated with *Traveller*. In fact, most everything about *Ordeal by Eshaar* is the same as a GDW adventure except for the price; at $6, this FASA offering is about a buck more than a comparable GDW product.

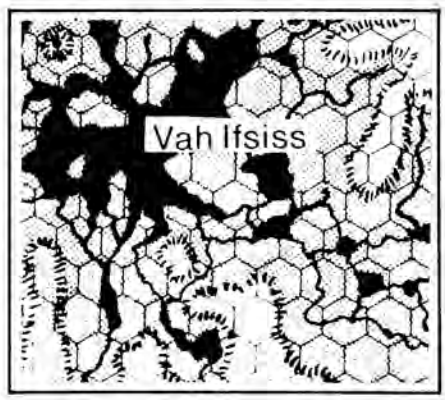
The adventure is set on the world of Eshaar in the Far Frontiers sector beyond the Imperium. Eshaar is a nasty world: high temperatures, an insidious atmosphere, molten and rapidly eroding terrain and a native non-human race with complex and confusing customs that nonetheless must be respected. Despite these facts, Eshaar is of vital concern to both the Imperium and the rival Zhodani. The reason is *affas*,

a type of super-oil consisting of silicon, sulfur, oxygen, and hydrogen. Affas can be used both as an extremely effective lubricant for high-temperature engines and as a base for manufacturing heat and acid resistant plastics. Given the context of the war, affas' importance is obvious.

Both the Imperials and the Zhodani maintain ambassadorial missions in the Embassy Enclave, an installation of domes for off-worlders. The canine Vargrs maintain an embassy and an observation group here as well, as nominal allies of the Zhodanis. The fact that both sides must share the facilities places the rivals in close contact with one another, with all the attendant possibilities for confrontation, espionage and intrigue such proximity entails. The mission of the player-characters is to assist Ambassador hault-Atterlin and Chief of Intelligence Kalleroy in their efforts to thwart the Zhodani plans. The Imperials have an important contact in the form of a Vargr informant.

Both sides are trying to win friends and influence people (beings?) on Eshaar with the ultimate end of gaining exclusive rights to the affas. Because of the hostile environment of the planet, the goodwill of the natives must be obtained and all activity is geared towards swaying the Eshaarans, or Eshaar Ashah, as they call themselves. The natives are very interesting and are presented extremely well. They are non-humans, looking like a cross between a long-legged centipede and a mantaray. The Eshaar Ashah live in close harmony with their world which they regard as a living entity. Since life forms on Eshaar are silicon-based, this isn't that far off; there are living "rocks" on the planet. If cultural taboos are broken, a native must renew his relationship with the world by an overland trek, essentially a survival test, termed Eshaarsha Sheeaar, or "Ordeal by Eshaar." Off-worlders found guilty of some faux pas must undergo the test as well, and the survival rate among the Imperials is poor (though the Zhodanis are doing well). The political situation on Eshaar is such that the ruling council is split into factions, including pro-Zhodani, pro-Imperial, isolationist and conservative groups. The activities of both sides are geared towards influencing the council, and the designers have included some clever rules to cover the diplomatic situation and the impact of certain events.

Detail is one of the best features of this adventure. Information is provided on conducting a survey mission for the affas. If the



party should have to undergo the Ordeal, a comprehensive section containing encounter tables and explanations is included. Further, the Zhodani activities and plans are fully explained so the referee should have little trouble integrating them into the story.

Ordeal by Eshaar is a good job all around containing fine production and a situation as interesting and intriguing as any scenario GDW has published. My only complaint is that it is a bit more expensive than it should be. □

FLIGHT OF THE STAG
SALVAGE MISSION FLEETWATCH

W. H. Keith
Marischal Adventures
$1.50 each

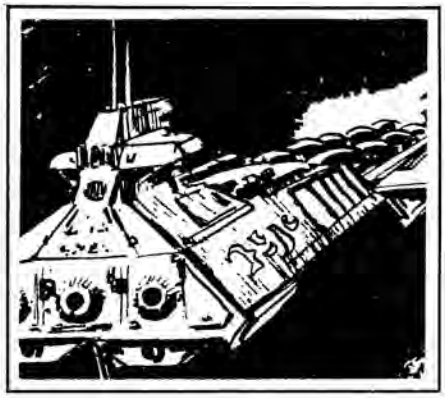
Reviewed by Tony Watson

These three products are something new in the way of adventures for *Traveller*, appearing as the initial offerings of a new company. Marischal Adventures may be a new name, but the same cannot be said for the designers of these adventures.

Both William and J. Andrew Keith are familiar to *Traveller* players because of their frequent contributions to the *Journal of the Travellers' Aid Society* and other magazines. Bill Keith's excellent illustrations have appeared in a number of publications, especially the *Journal*.

The format used to present these adventures is termed "folio," and they are just that. Each consists of only four pages printed on heavy paper. The front title page provides some information about the adventure as well as a nice illustration of some aspect of the action depicted in the scenario. The following three pages consist of a page of background material for setting the scene and filling the players in on key information and two pages of referee's notes, charts, and maps if needed. The emphasis is on conciseness and brevity; the referee may expect to have to fill in some material, but on the whole, the adventures are remarkably complete. The low cost is certainly another plus factor.

These adventures are set against the backdrop of the Fifth Frontier War, pitting the Zhodani against the Imperum in a battle for control of the Spinward Marches. These



scenarios should prove especially useful to the referee who is using GDW's *Fifth Frontier War* game in conjunction with an on-going *Traveller* campaign. The characters involved are personnel recalled to active duty because of the war and have been assigned to the Close Escort *Stag*. All three adventures are set up for the same crew and could be played sequentially.

Flight of the Stag is set in the Querion subsector of the Marches and deals with the escape of a 400 ton starship from the planet Thanber. The world has been the site of battle for control between the Imperials and the Zhodani. The Zhodani have managed to defeat the Imperial forces and retake the world forcing the Imperium to evacuate the planet. The Stag has been assigned the mission of transporting the pro-Imperium Prince Eorn to the safety of an Imperial or neutral system. Because of the nature of the Zhodani counter offensive, many of the surrounding systems are enemy-controlled or contested, and the crew of the Stag cannot be sure of the status of a given system until the jump into it. Space encounter tables are provided and those people that are interested in space combat should find this scenario exciting.

Salvage Mission finds the Stag searching the disputed system of Winston for the lost transport ship Pax. In the offensive that retook Thanber for the Zhodanis, the Imperial fleet was forced to flee. The 2000 ton transport Pax, damaged in battle, had to make a short jump to Winston to effect repairs while the rest of the fleet headed for safer systems. With the Pax remaining unheard from, the Navy has sent the Stag into the system; the Pax's cargo is of great importance since it contains over a quarter billion credits intended for the fleet's payroll. The diplomatic situation in the system is tenuous at best; both the Darrian Federation (nominal Imperial allies) and the Zhodani-allied Sword Worlds Confederation have laid claim to the planet. The Stag's crew must watch the diplomatic aspect of the adventure as well as locate the Pax and retrieve its valuable cargo. With such great wealth involved, it is likely that one or more other parties will have interest in thwarting the efforts of the Stag.

Fleetwatch finds the Stag in the Choleosti system of the Vilis subsector, right next to the Querion subsector. (The map included in the *Flight of the Stag* folio shows the location of all three of the adventures reviewed here.) Choleosti is a backwater planet on the Imperial fringe and is undeveloped. Only a small Fleetwatch station maintained by a handful of scout personnel exists to monitor any refueling activities around the system's gas giant. Reports reach Vilis that Zhodani light ships are using the gas giant for refueling. The Stag is dispatched to rescue the crew of the station and scout the system. The Zhodanis, as one might expect, are likely to oppose both, and the situation is only complicated by the fact that Choleosti is seismically unstable. This scenario could prove a real challenge.

I was very impressed with Marischal's folios. They are well conceived, intelligent and excellently illustrated. They should prove useful as short adventures or as starting points for more complex scenarios. These folios seem to be a product at the right price. □

HIGH PASSAGE, ISSUE 2

Scott Walshlager, Jim Cunningham, and Craig Johnson
FASA
$4.50

Reviewed by Tony Watson

This is the second of a series of play-aids for *Traveller* put out by a group of enthusiasts in Illinois. (Issue 1 of *High Passage* reviewed in DW 15.)

High Passage 2 marks a number of improvements over its predecessor. First off, *High Passage* has been amalgamated under the FASA banner; FASA, as the reader may be aware of, produces deck plans and adventures for *Traveller*, and the addition of *High Passage* seems to indicate a branching out for that group. Physical quality has been improved, mainly due to the contribution of artist William H. Keith. On the negative side, issue 2 is twelve pages shorter than the first issue and the price has been raised by one dollar.

Unlike the potpourri magazine style of issue 1, this offering is concentrated on a single adventure, "The Cobra Conspiracy." The scenario is set up for pirate characters and a pregenerated crew of the corsair Iron Hand is provided. (It should be noted that referees may have to do some juggling with the scenario background to fit it into an ongoing campaign.) The mission of the players is to journey to the world called Ehart in the So Skire subsector (the subsector map is provided) and break into the test facilities of Diversified Dynamics Design and Shipyards. There, they are to steal that company's new prototype fighter, the "Cobra" and turn it over to the Solomani rebels. It will not be an easy task, as the fighter is guarded by a squad of mercenaries.

The adventure is thoughtfully laid out: statistics and weapons skills for all the personnel at the DDD&S base are provided, a complete set of diagrams of the facility are included, and the necessary rumors to get the players going are there as well. A good, thorough job.

Much of the material in the booklet that is not part of the scenario is closely related. Most of the five pages of library data deals with people, places and organizations that figure into the adventure, and information on all the vehicles and ships used in the scenario appears, as well, including deck plans for a Type P 400 ton pirate Corsair.

The issue is rounded out by the first half of an interview with *Traveller's* designer, Marc Miller. The interview is informative and nicely presented, save for the paragraph where Miller lists the SF authors and books that influenced him; someone let some severely mauled spellings of characters and titles slip by.

The second issue of *High Passage* showed some nice improvements over the first, both in quality of the feature adventure and the physical presentation. However, it lacks the first issue's diversity and is substantially shorter in page count at a higher price. Perhaps the good people at FASA can maintain the high quality and up the page count so that future issues of *High Passage* will be the bargain issues that 1 was. □

SIMBA SAFARI

Dave Sering
Judges Guild
$5.98

Reviewed by Doug Houseman

Simba Safari is an adventure module for use with *Traveller*. It takes place in Judges Guild's Ley Sector. Included is the map of the Diamond Prince sub-sector and some background on the area in question. The adventure is a rich man's hunting safari through the stars. A large (22"x24") map sheet printed on both sides provides the maps and ship plans for the adventure. The map page is thicker than the one in the *Doom of the Singing Star* but it is still a little light. The

adventure includes both pre-rolled crew members and passengers. Various sub-plots and situations are offered in addition to two dozen alien monsters for hunting and a new alien installation for placement by the Game Master. The graphics in the module include drawings of several of the monsters and the alien installation. The name of the module is also the name of the 200 ton ship that is the center of the adventure.

Missing from the module are several pieces of information and a table or two that are referred to. The references send you to other Judges Guild products. None of this information is vital, but it is a nuisance to have to keep referring to other products. The columns in the monster section are not all labeled so a quick turn now and then to *Traveller* book 3 is required. The monsters do not seem to be extremely original featuring such things as jet sharks, sand hogs, and fly rats. The overall situation and individual sub-plots offer the most interesting material. The adventure seems to be set up to allow the players to be passengers, but a lot of fun can be had by having the players assume the roles of the crew.

The alien installation offers nothing further to the adventure except filler and should be left out of an adventure unless your group is into dungeon crawling. The "artifacts" table also should be renamed to be a gem table or an additional table should have been added to explain function and uses.

This module is the best that Judges Guild has offered for *Traveller* in a while. With several world maps and a half dozen encounter tables the GM has enough material to fill an all-day adventure. □

I.S.P.M.V. FENRIS $5.00
Z.I.S.M.V. VLEZHDAHL $7.50
I.S.C.V. KING RICHARD $10.00
I.S.P.M.V. TETHYS $8.00
I.S.C.V. LEANDER $5.00

Jordan K. Weisman and L. Ross Babcock III
FASA (Freedonian Aeronautics and Space Administration)

Reviewed by Doug Houseman

These five sets of deck plans are designed for use with GDW's *Traveller* rules and 15mm figures produced by Martian Metals. All of the plans are in 15mm scale printed on a medium weight paper in a black on white format. All of the plans are done on 11 by 17 inch paper and printed on one side only. A short description of the ship and significant spaces is also included.

A common shortcoming of all of these plans is the fact that many decks are split between two plan sheets at critical points and there is no overlap area for crosschecking. A second problem is the fact that the grid lines are also black; the use of halftones or color would eliminate the ambiguities in the plans. FASA also needs to make some changes in the title blocks to reflect actual scale.

Inter-Stellar Para-Military Vessel (ISPMV) Fenris is the first ship in the series. This 3000 ton converted freighter is a pirate hunter armed with eight Valkyrie fighters. This ship was converted by Phoenix Enterprises Ltd (PEL), a mega-corporation that deals almost exclusively in shipping. The ships' crew and marines are corporation employees hired for space combat experience. This ship is too large for the average player to own, so FASA has included several one-paragraph ideas on how to use the Fenris. Ten deck plans are included in the package, but the description contains only four pages of type. Important information is scattered throughout the plan sheets causing some confusion during play. The Valkyrie fighters, however, have a serious design fault. *Traveller* limits ships to a 6G acceleration and the Valkyries have the ability to double that. This design feature makes the Fenris even more deadly than it should be. The design of the Fenris does leave room to add several more turrets to make up for a loss of the 12G acceleration in the fighters.

This ship is doubly welcome by Game Masters who have a group of player-characters preying on merchant vessels, due to the fact that the Fenris is a converted merchant vessel with retractable turrets and a non-military look. The ship's design is professionally done; a set of colored pencils and a notebook for fleshing out the description section are the only other modifications needed for this package.

The *Zhodani Inter-Stellar Military Vessel (ZISMV) Vlezhdatl* is the first approved Zhodani ship to be printed by any firm. A strike cruiser with 2000 ton displacement, two fighter bays containing 2 fighters, the Vlezhdatl is another very strong vessel, capable of destroying vessels of twice its size. The two 30 ton fighters carry fusion guns and are capable of 6G acceleration. The Vlezhdatl violates *Traveller* rules in its design by including more bays than a 2000 ton ship should incorporate. This can be remedied by removing part of the weaponry and substituting additional fuel, which the Vlezhdatl badly needs (it only has Jump 1). This ship will again be a welcome addition to most campaigns. The booklet also contains several one-paragraph instructions for use of the ship, as well as tactics for the employment of this vessel in combat.

The *Inter-Stellar Commerce Vessel (ISCV) King Richard* is a 5000 ton luxury liner of the first class. Twenty one pages of deck plans and a much improved description and labeling system make this ship the most useful FASA product to date. Included are all of the major ship systems and fine graphics one expects from FASA. Additionally, problems with the labeling and documentation have disappeared. The King Richard offers the Game Master an easy way to involve characters in adventure for months at a time without large amounts of work.

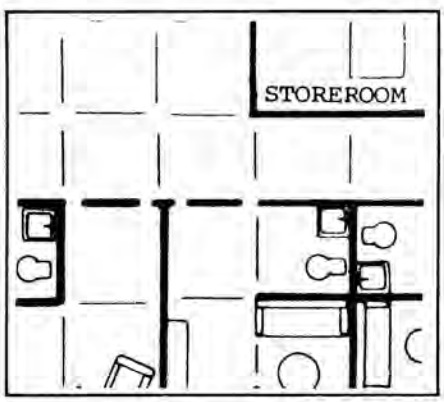
Although designed very much like a 1950's passenger liner, even including a swimming pool and a shopping mall, this is the best ship design so far approved for use with *Traveller*. The only fault with this design is the lack of graphics to show the interior appointments.

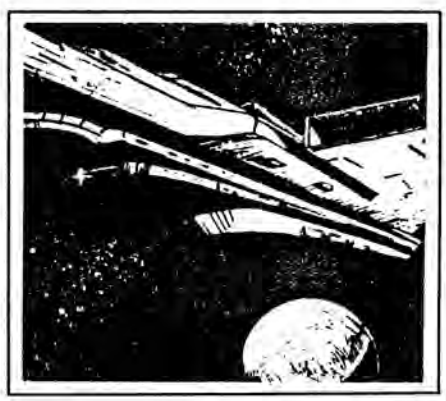
Inter-Stellar Para-Military Vessel (ISPMV) Tethys is a 1000 ton mercenary carrier with six Pinnaces available to land and support a company-size fighting force. This ship, like the King Richard, offers a way to involve the players for long periods of time without excessive amounts of work. The mercenary force is placed in low berths for its trip to the assignment, so in space, use of this ship is limited to pre- and post jump periods. Layout is not as original and inventive as it could be, the ship seems to be designed for a gravitational environment.

The *Inter-Stellar Commerce Vessel (ISCV) Leander* is a variable tonnage vessel designed by P.E.L. to haul cargo in barges from one point of space to another. This tramp freighter is useful for a group of player-characters to stumble upon in space and salvage. The plans are well drawn, but again the description and labeling is totally inadequate. This small armed ship again exhibits 1950's nautical design in crew quarters and layout, basic and simple. The barges are referred to but never explained, the shuttle barge has no plans, tonnage or allowance. This ship is the weakest of the five.

These five vessels are the first five products by FASA. All are large space ships well fitted to fill most GM's needs. The use of colored pencils and a notebook to detail and modify the ships will add significantly to the ship's usefullness. In an emergency the ships could be readied for play in as little as 15 minutes with the exception of the Leander, but a detailed review will take about one hour for each.

All five ships can be readily converted to Archive's *Star Rovers* or FGU's *Space Opera* rules. SPI's *Universe* does not allow for easy conversion due to its pod and frame design rules. Use of all the vessels is limited to onboard only. □





ACTION ABOARD

Bill Paley
FASA
$6.00

Reviewed by Doug Houseman

"Welcome aboard the I.S.C.V. King Richard, General Sir Aurther Flintlock, sir. I'm your Purser, Marc Geissler. Welcome to Phoenix Enterprises Limited's and the quadrants' most luxurious liner. I hope you enjoy your stay. May I take your bags sir?"

As the Purser hefted the General's bag it fell open dropping onto the deck an advanced combat rifle, several clips and a blade. The Purser slowly turned white with shock that one of the most decorated Generals in the Imperium would resort to carrying weapons on a luxury liner.

"Don't worry Marc we can take care of this little matter." Stated the General as he pulled forth his wallet and extracted several notes of currency. "I'm sure you will have no trouble closing up my case and delivering it to my cabin without seeing what was in it."

"Yes sir General" The Purser said, deftly swiping the notes and depositing them in his belt. "No problem at all sir."

So begins yet another adventure on board the King Richard, the largest ship designed to date by FASA for *Traveller* from their adventure supplement *Action Aboard* including characters, patrons, crew members and adventure, all jammed under one cover.

Action Aboard is a supplement to the *Traveller* player's aid, called the *ISCV King Richard* published by FASA. The King Richard is a 5000 ton passenger liner. *Action Aboard* offers ten pivotal crew members, seven important passengers who have desires to murder each other, 20 minor characters of significance, a fully detailed mutiny and boarding adventure, two dozen adventure outlines of a paragraph or so, and details about the ship and her decks. Also included is a double-sided two color 11"x17" map sheet of the King Richard's decks. The booklet claims that the adventure will stand alone, but for optimum use the King Richard deck plans are also needed.

The heavy-cover booklet is in standard *Traveller* size. The graphics are good and the printing is fair although some typographical errors are present. The map sheet is just heavy enough that the printing on the other side does not come through. The plans are arranged so that all of the decks are on one side of the sheet and an example of the 15mm plans is included on the reverse. The booklet is well organized and all of the information is numbered or headed for fast reference. However, an index or table of contents would be very useful.

The booklet does not offer anything that a GM could not think up for himself, however the organization, the execution and the ready accessibility of the material makes it worth the price to a GM who needs additional material for his players. Unlike many other products the FASA adventure offers many items that are readily adaptable to other vessels or situations. The seven patrons can be applied to other situations entirely with excellent results. The 20 minor characters can be used for late comers, or as guides for various adventures without damaging the player or unduly compromising a situation. The single map sheet makes a good GM reference aid to mark important situations or information. Printed in blue and black, the information stands out on this sheet unlike the *ISCV King Richard* deck plans. Lack of explanation and details makes this map a GM sheet for *addition* to the plans only.

Action Aboard is by far the best new adventure for *Traveller* available to the GM. Other FASA adventures offer almost as much to the GM, but this adventure offers so many possibilities that one can apply not only to the *Traveller* system but to almost any other science-fiction role-playing system on the market. □

THE ENCHANTED WOOD

Paul Jaquays
SPI
$7.95

Reviewed by Anders Swenson

This is the third adventure prepared for the *DragonQuest* role-playing system. It features a color cover, and several pages of maps, plan views, and charts which supplement the text of the adventure. The book is 48 pages long, including the cover.

The Enchanted Wood is an adventure which takes place in an enchanted forest, where the trees, plants, and animals have all been changed by good and evil magic forces. The adventurers will enter the forest to explore, and eventually destroy the ultimate evil which has blighted the trees and destroyed the ancient town which lay near the center of the wood.

The trail begins in a nearby large city where a number of patrons are ready to hire adventurers to go to the Enchanted Wood for various purposes. In the woods can be found an alchemist, a scholar, a wandering trader, a royal official, a criminal, a black mage of evil repute, and a beautiful elven princess. What the adventurers expect to do and find in the woods will depend on who sends them there, and the GM should consider both the character of the adventurers and the intended story-line of his campaign in selecting the order in which he puts forth his patrons.

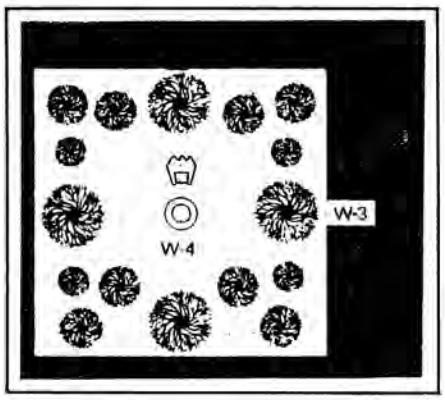
The Enchanted Wood itself forms an irregular circle about 100 miles across. It should be placed near, or just beyond the edge of the GM's regular campaign map, where it won't get in the way of other adventures. The wood is bisected by a non-navigable river. At the center of the wood is an expanse of more or less uniform forest composed of the unkillable, unburnable, immortal Dire Oak trees.

As the characters cross the woods, the GM rolls for encounters — many of the features of the wood are unique, but their locations become fixed only when the charter-party finds them through a rolled encounter. Paths through the wood are similarly random — the GM would do well to fix the locations of most of the paths in the Enchanted Wood before playing, as the rules for generating random paths are difficult to work with on top of all the other record-keeping involved with running an adventure.

The special encounters are the heart of the game — in the Enchanted Wood, as in *Griffin Mountain* or the *Sea of Mystery*, getting there can be most of the fun.

The encounter table is to be consulted on a roll of 35% or less by the GM each hour. The table itself is indexed for a D100 roll, and begins tamely enough, with deer, nymphs, fauns, wolves,and the like, but there are also some exotic things, such as unnatural weather (red snow, hot rain, black rain, etc.), enchanted plants (the Hanging Tree, wraith grass, mirth melon, the True Bamboo, etc.) or special encounters.

The Special Encounters Table lists a number of things which would be good for an evening's entertainment each, given a little management. Many of these encounters are what give the scenario a fairy-tale atmosphere, although it is along the lines of Grimm rather than Disney. Many of the special encounters are unique, such as the dryadic



Fairy Ring, the Ruined Tower, and the Floating Treasure Chest. Others, such as the Glowing Lights, the Abandoned Cottage, or the attack of the Demon Cat Pack can occur any number of times. Others, such as the Ponds or the Magic Paths can recur, but should be controlled. Some of the special encounters are with NPC's who advance the plot line — the Iron Axeman and the Pointing Ghost can prove to be useful allies in the right circumstances.

At the center of the enchanted wood lie; the Pillar of Karsus, the City of Karse, and the tomb of the evil Wulgreth. When the adventurers reach these areas, they can try to deal with the forces which are responsible for the state of the Wood, and they will be able to take actions which will set things right. These central places are where most of the dungeon adventuring takes place containing a number of hair-raising tactical encounters.

The adventure can be very long and rewarding. The basic situation is well constructed, and the side encounters are imaginatively conceived and well executed in FRP terms. The book is well laid out, with attention paid to cross-referencing of encounter descriptions. The text is presented in well-edited and correctly spelled English, better than many publications in our field. There is enough material here for months of gaming, both real and game-time.

I have, nonetheless, a few problems with the product as it stands. First is the map. There isn't much to show in the Enchanted Wood, mostly it is trees and more trees. However, it is useful for the GM to know exact locations within the forest, especially if the players wish their characters to return to a site. For this to be possible, or for the GM to present a consistent map of the paths in the woods, a map should be available showing the locations within a mile. The text map is gridded into ten-mile hexagons, which I found to be useless for the required job.

Another mistake is that the really interesting encounters don't happen very frequently. The adventurers will not spend more than a week at a time in the Wood, and probably will not return there more than three or four times. The GM may well wish to devise a scheme to enrich the adventure by providing more chances for the various exotic encounters to occur.

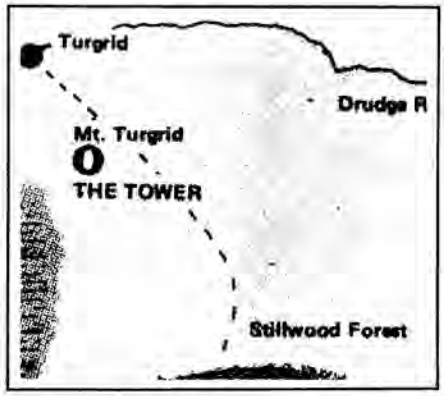
These objections aside, *The Enchanted Wood* remains a superior product, worth the money not only for the *DragonQuest* GM, but also for GMs who use other systems and who nevertheless want to purchase the occasional superior adventure to use with their own system. □

THE TOWER OF INDOMITABLE CIRCUMSTANCE

Corey Cole
Judges Guild
$4.98

Reviewed by Anders Swenson

The Tower of Indomitable Circumstance is a 32 page book describing an adventure in a place used by the Demi-God Math as a testing ground for his worshipers. The test



is a controlled dungeon adventure in a tower next to the main temple of Math. The book contains room diagrams and an overland map in addition to the adventure description.

This adventure was intended to be used with most role-playing rules. The rules used to specify the monsters in the Tower are not explained in the book, but I have puzzled them out. Each creature type is described in terms of five parameters — AE (Armor Equivalent, which is further noted as L for Leather, C for Chain, P for Plate, and S for Shield), MV (Movement in feet/turn — most rules use a conventional 1" = 10'), LC (Level or number of Hit Dice), DD (Damage done per blow), and DP (Damage Points for each individual monster). This is the same system as the one used by Phoenix Games in their two adventures, and it serves as a good rough guide.

The dungeon may be run with a party of relatively weak beginners, or as a one on one between the GM and a player running a single relatively powerful character. The Order of Math has suffered a decline, and the Demi-God himself is visiting parties of likely candidates, tricking them into entering his tower. Disguised as a bard, Math will gather a suitable group in an otherwise empty room on the pretext of showing a secret map, and teleport them directly to the base of his tower.

The actual tower is a tall, chimney-shaped building apparently carved out of solid volcanic rock. The adventurers find themselves grouped at the base of the tower near the only outside door. Upon entering the lowest level the adventurers find a temple, composed of a large area for the congregation to worship in, with a number of side rooms. The worship room contains undead monsters and a Staff of Power with one spell charge left in it to be used later in the adventure. The side rooms contain more undead.

After killing a monster in one of these rooms, the party will find a secret door which leads to a stairway going up to the other levels of the tower. Opening this secret door automatically closes and locks the entrance door to the tower. The other side rooms contain some treasure and information on Math's Order. The first and second levels consist of a series of traps and monsters. The dungeon is also a treasure-hunt, the adventurers must collect sections of a key which will allow them to complete the quest.

The last room of the second level is a thorough test for the adventurers — it is

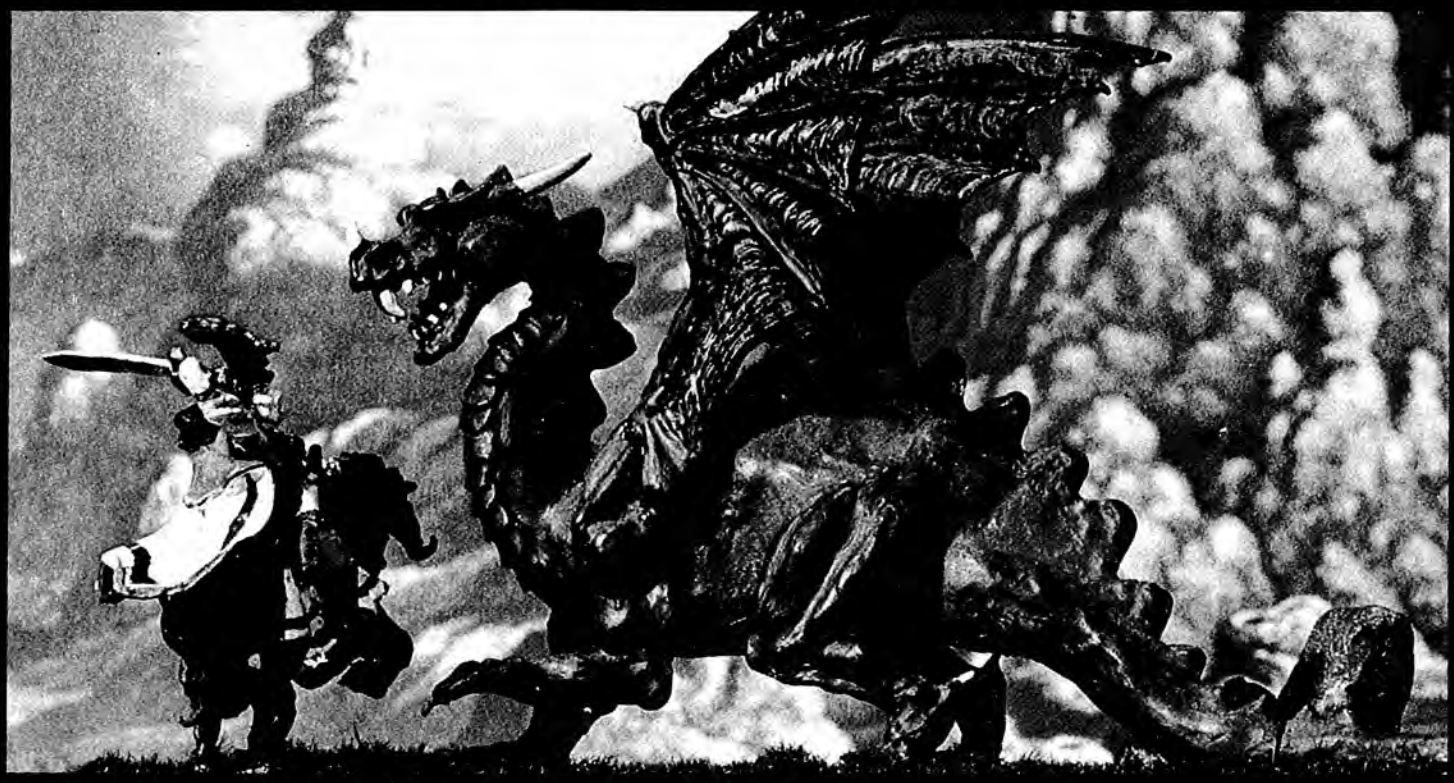
a room occupied by a tough old cleric who admits only one adventurer at a time, to ask a simple question about the Principles of the Order of Math. If the party has ransacked the first level adequately, they will have the answers at hand, and all will be fine. If the adventurer cannot answer the question, the cleric will kill him, hide the body, and call in the next party member. Once past the cleric, the party must continue to fight monsters, outwit traps, and collect bits of the key. Finally, at the top of the tower, the characters will find themselves in the presence of Math himself, whom they must recognize as the person who tricked them into the adventure in the first place. Math will offer the survivor the opportunity to join his Order.

Characters who do join will have the opportunity to participate in an expedition into the chapter hall at the base of the tower. This level is again full of monsters — the degenerate remains of a perilous siege of centuries past, a worthy quest for the new initiates of Math.

This adventure is unusual in that it offers the GM the possibility of adding a new feature to his campaign — the Order of Math, with player-characters in the forefront of the new institution. Actually, the Math initiates are simply a new character class, roughly equivalent to Mage-Clerics, and the GM will have to decide if he wants a horde of these relatively powerful types in his campaign, as well as whether his grasp of the rules is firm enough to handle the needed revision of experience points, etc. There is the further problem that if the Order of Math is established, it is likely that a regular parade of player-characters will be found marching to the tower to gain new powers essentially for free, in the same way that many *RuneQuest* characters go to fight the dinosaur in *Apple Lane* in order to get armored skin.

The Tower of Indomitable Circumstance is an interesting work from many standpoints. It is an adventure that imaginative GMs are advised to change if the reestablishment of the Order of Math or at least the magician-cleric class is not desired. The "universal" adventure gaming notation is at least a workmanlike attempt, although gamers who use any system other than *D&D* or *Arduin* will have their work cut out for them. This adventure is definitely among the better Judges Guild products, for having a plot, and a valid reason for the various traps and monsters being where they are. ■

DRAGONS BY DRAGONTOOTH



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QUICK PLUGS

The following are all approved for use with *Traveller*. The first set of materials contains a number of 11"x17" deck plans, all in 15mm scale.

I.S.C.V.KING RICHARD — Designed by Jordan Weisman, there are 21 deck plans of a luxury liner. The eight-page book describes the decks, including the bridge, crew decks, theater, promenade, shops, stateroom, security, etc. Price is $10.

I.S.P.M.V. FENRIS — Designed by L Ross Babcock III, the ten deck plans describe an advanced fighter. The four-page book describes the ship's interior and three scenarios. This one costs $7.50.

I.S.P.M.V. TETHYS — Designed by Jordan Weisman, this is a mercenary transport. The seven deck plans come with three scenario descriptions. Price is $5.

I.S.C.V. LEANDER — Designed by L Ross Babcock III, this one describes a variable tonnage cargo ship that works like a tug. There are five deck plans and three scenario descriptions. It is priced at $5.

Z.I.S.M.V. VLEZHDAHL — Designed by Jordan Weisman and L Ross Babcock III, the eight deck plans describe a Zhodani strike cruiser. The eight-page book describes the various decks, three scenarios, and crew lists. This one is priced as $7.50.

The next four items are all in the 48 page format with all but the second item containing a 11"x17" map. They all sell for $6 each.

ACTION ABOARD — This adventure takes place on the King Richard Luxury Liner (see above). Designed by Bill Paley, there are passenger and crew descriptions, many scenario possibilities, and deck descriptions.

ORDEAL BY ESHAAR — Designed by J. Andrew Keith and William H. Keith, Jr., it describes a dangerous and hostile world. The book contains planetary data, the embassy enclave, the diplomatic situation, the survey mission, and the ordeal itself: a rough journey through treacherous terrain.

URAGYAD'N OF THE SEVEN PILLARS — The situation of this scenario is for a small band of adventurers to thwart a dictator's invasion plans. Designed by William H. Keith, Jr, and J. Andrew Keith, the book contains new characters, encounters, a palace, a monorail, mines, an industrial park, a spaceport, etc.

THE LEGEND OF THE SKY RAIDERS — Designed by J. Andrew Keith and William H. Keith Jr., this is a standard treasure hunt on a swampy world. The book contains new weapons, description of the planet Mirayn, non-player characters, a hovercraft, a lost city, many encounters, and the treasure itself.

FREEDONIAN AERONAUTICS AND SPACE ADMINISTRATION — This is volume one in a series of adventure class ships. There are ten deck plans printed on five 17"x22" sheets. The 16-page book gives the stats for the ten major and four minor ships. Designed By Jordan Weisman, it sells for $9. All are available from FASA, PO Box 6930, Chicago, IL 60680-6930.

DRAGONQUEST — This new second edition comes hardbound, 156 pages. The combat system has been streamlined for quicker play and the experience system has been changed for quicker promotion.

GAMEMASTER'S SCREEN — For *DragonQuest*, this version with the above mentioned second edition.

THE ENCHANTED WOOD — This is adventure 3 for *DragonQuest*. Designed by Paul Jaquays, the 48-page book contains six scenarios that take place in the forest. There are random encounters, unnatural weather, vegetable encounters, minotaurs, ponds, treasure chests, a ruined tower, a tree maze, ghosts, magic paths, a city, a tomb, a pillar, tunnels, kobolds, and more. All are available from SPI, 257 Park Ave S, New York NY 10010-7366.

DEEDS OF THE EVER-GLORIOUS — This is a 108-page book on the histories of the Tsolyani legions. There are 85 legions covered. Price is $7.95.

TSOLYANI LANGUAGE — In two volumes, 64 pages each, it covers pronunciation, grammar, syntax, etc. There are also a guide for travellers, and English-Tsolyani/Tsolyani-English dictionary. It sells for$12.95 for the set, $13.95 with a 20 minute tape casette on pronunciation.

TSOLYANU — This is volume 1 of the Armies of Tekumel, giving important gaming stats for the 95 legions. Along with illustrations, the stats include morale rating, armor class, magic defense rating, shield class, cost per figure, etc. Price is $4,95.

YANKOR AND ALLIES — This is volume 2 of the armies of Tekumel. It covers 58 regions; Yan Kor, Saa Allagi, Pijena, Chayakku, Milumanaya, and Ghaton. It retails for $4.95. All of the above are designed by M.A.R. Barker and are supporting material for *Empire of the Petal Throne*. All are available from Adventure Games, Inc, 1278 Selby, St Paul, MN 55104.

PALACE OF THE SILVER PRINCESS — For character levels 1-3, this is a treasure hunt adventure. For use with *D&D Basic Set*, it is designed by Tom Moldvay and Jean Wells. This is dungeon module B3 and it is 32 pages long. It features a programmed adventure, 76 areas to explore, and new monsters.

THE SINISTER SECRET OF SALTMARSH — Designed by Dave J. Browne and Don Turnbull, this is another treasure hunt, this time in an old alchemist's mansion. For character levels 1-3, this module U1 is for use with *AD&D*. The 32-page book contains 30 area descriptions of the haunted house and 18 area descriptions of a ghost ship.

CASTLE AMBER — By Tom Moldvay, for use with *D&D Expert Set*, this dungeon module X2 is for character levels 3-6. The object of this adventure is to escape from a mysterious castle. The 28-page book contains 70 area descriptions and 17 new monsters. All the above are published by TSR Hobbies, Inc., and are available through retailers and mail order outlets.

RESTORMEL — Designed by Scott Fulton, 32 pages, this is a dungeon delving expedition. There is a dungeon with 25 places to explore, the bailey with 16 areas, the main keep with 30 areas, and various other places to visit. It retails for $5.98. Comes with two double-sided 17"x22" maps. For use with any system.

ROGUE MOON OF SPINSTORME — For use with *Traveller*, designed by Dave Sering, this 32-page book describes 129 areas of defense installations. Also included are space encounters, new characters, system stats, new weapons and equipment, descriptions of an assault shuttle and a battle craft, and notes on tournament play. Price is $5.98.

SIMBA SAFARI — For use with *Traveller*, designed by Dave Sering, this 32-page book comes with a 22"x34" double-sided sheet of maps and deck plans. The adventure is a hunting expedition that features a safari ship, crew, passengers, planetary stops, encounters, an alien installation, and new monsters. Price is $5.98.

TARLKIN'S LANDING — For use with any SF RPG, this 48-page book comes with a 22"x34" double-sided map of a spaceport and town. Designed by Dave Sering, there are 67 places to visit, along with 11 rumors, 6 encounters, and various other aids. Costs $6.98.

PORTALS OF TWILIGHT — For use with *AD&D*, this is third in the "Portals" series by Rudy Kraft. This one is 48 pages and sells for $4,98. It contains a world description with 32 places to explore, wandering monsters, 63 encounters, four new monsters, two special magic items, a city with 15 places of interest, price lists, rumors, and a castle. Price is $4.98.

F'DECK FO'S TOMB — For use with any system, this 16-page book was designed by Scott Fulton. The tomb with five areas to explore, a village with 21 places, and a castle with 16 places. It also has encounter tables, two new monsters, and a lair with four places to explore. Price is $2.

HEROIC EXPEDITIONS — Designed by Edward R. G. Mortimer for use with any system, this 48-page book contains descriptions for a quest for a sacred spear. There are tunnel complexes with 15 areas, encounters, a residence with 54 areas, lots of maps, another scenario, more encounters, a cave complex with 19 areas, monsters, another scenario, etc. Price is $3.98. All of the above are available from Judges Guild, Inc., RR 8 Box 9, 1221 N Sunnyside Rd, Decatur, Ill 62522.

CASTLE PATHS — The sequel to *Fantasy Paths*, this set comes boxed with 12 castle and outdoor tiles, Chaosium's *Basic Role-Playing*, instruction sheet, a basic adventure, and counters for adventurers and monsters.

VILLAGE PATHS — Similar in packaging to the above, this one contains village and rampart tiles. Both are available from Board-Craft Simulations, Inc., PO Box 23256, Pleasant Hill, CA 94523.

QUICK PLUGS

PROBE NCG 8436 — This is a description of a star system. Designed by Stephen Kingsley, it contains survey maps, encounter tables, and survey ship stats. This 20-page book sells for $5.

ALIEN BASE — This is an adventure scenario to rescue members of a lost ship. Designed by Larry Smith, it contains survey maps of star systems, a description of a submarine, a description of a slaver base, etc. It is priced at $5.

SELDON'S COMPENDIUM OF STARCRAFT 1 — Designed by Edward E. Simbalist and Robert N. Charrette, this 48-page book contains scale deck plans of 21 starships. There are ship's boats, traders, liners, patrol vessels, and others. Price is $6. All of the above are for use with *Space Opera*. Available from Fantasy Games Unlimited, Inc., PO Box 182, Roslyn, NY 11576.

CITIES — Entirely rewritten, this third edition includes a new set of tables to aid in populating communities. Available from Midkemia Press, 3410 Waco St (1), San Diego, CA 92117, for $7.95. California residents add 6% sales tax.

THIEVES' GUILD V — This set comes looseleaf with 48 pages. Designed by Janet Trautvetter and Kerry Lloyd, it contains new combat rules, description of a tomb, an assassination scenario, and more. It retails for $5,95. Available from Gamelords, Ltd., 18616 Grosbeak Terr, Gaithesburg, MD 20879. Add $1 for shipping and handling, Maryland residents add 5% sales tax.

ESCAPE FROM STRONGHOLD — This is adventure 2 for *Champions*. It contains a description of a prison for supervillains, five scenarios, and 13 new characters. Designed by Steve Peterson and George MacDonald, the 24-page book sells for $5.95.

GAMEMASTER'S SCREEN FOR CHAMPIONS — On two 11"x17" cardstock, it contains various charts and tables for use with *Champions*. Price is $4,50. Both are published by Hero Games.

SPAWN OF FASHAN — This is the first book of the *Fashan* role-playing system. Designed by K. L. Davis, this book is 96 pages long. There are rules for terrain, weather, surprise, initiative, tunnels, preparing a campaign, bandits, mercenaries, traders, thieves, swayers, parry, dodge, fatigue, poison, mental illness, phobias, radiation, and more. The copy sells for $8.95 and is available from Games of Fashan, PO Box 182, Norman, OK 73070.

CHARACTER ROLE-PLAYING — This is a 12-page booklet designed to help players learn how to role-play characters. There is a discussion on warriors, mages, priests, outlaws, and other unusual types. Designed by David F. Nalle. Price is $2.

THE CORSAIRS OF CYTHERA — This is the sixth adventure that takes place in Wyrdworld. Designed by John Schuller, this is for experience levels 4-9. The plot is to deliver a message traveling through hazardous terrain. This 12-page booklet is priced at $1.50. Both are available through Ragnarok Enterprises, 1402 21st St NW, Washington DC 20036. □

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the notice Board

Notice: As of this issue the Recruiting Board has been transformed into the Notice Board. Besides serving the same function as before, the Notice Board is to serve as a place to announce and insert various other items of interest.
– YC

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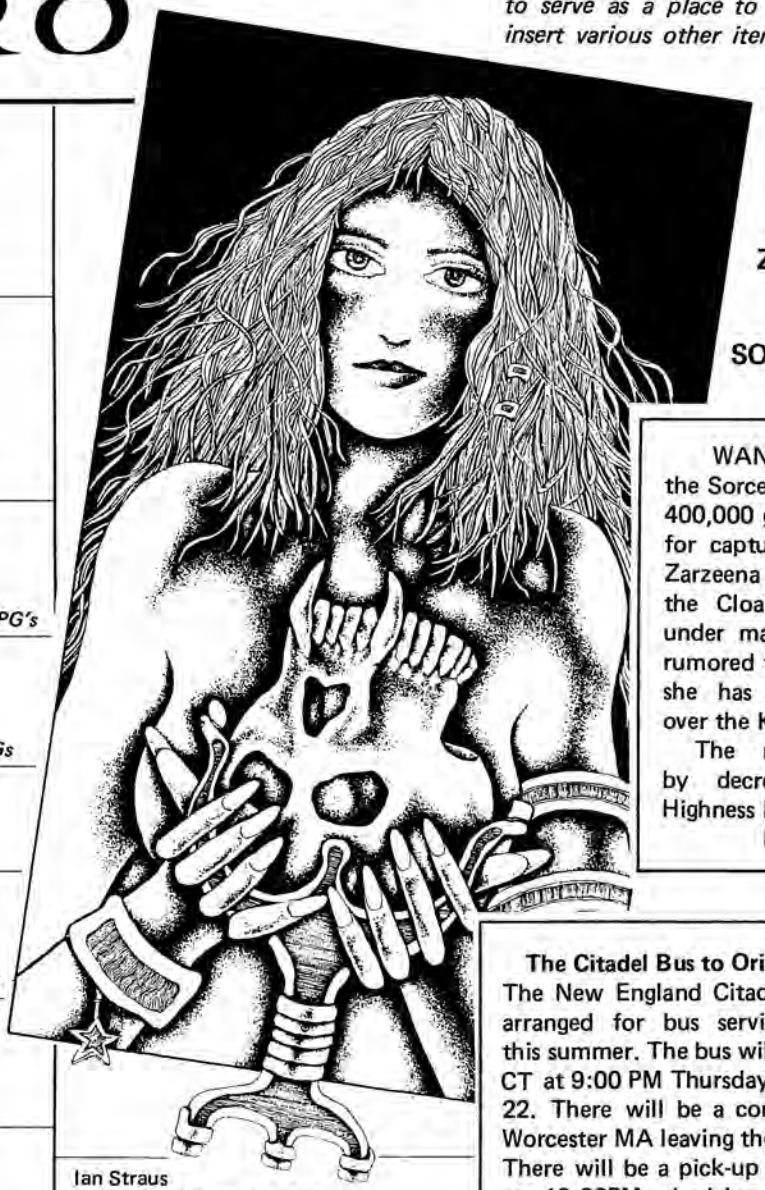

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The Citadel Bus to Origins 82/VIII

The New England Citadel stores have arranged for bus service to Origins this summer. The bus will leave Groton CT at 9:00 PM Thursday night on July 22. There will be a connection from Worcester MA leaving there at 7:30PM. There will be a pick-up at Milford Ct. at 10:30PM. Lodging for riders is being taken care of in coordination with the convention staff and will measure up to the standards stablished by S. Carroll. Arrival time is 6:00AM; there will be time for breakfast and a nap before the shooting starts. Cost if full (bus only) is $35.00/round trip. Send self adressed stamped envelopes to either of the following addresses for details:

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by GIGI D'ARN

Dear Tadashi,

Shoot-out in Texas: the feud goes on. First there was a press release from Steve Jackson Games stating that they now have all rights to *Ogre* and *G.E.V.* and that those games will be reprinted by them. Then a press release from Metagaming claimed that though publishing rights were returned to the designer, Metagaming still retained the rights to the trademarks *Ogre* and *G. E.V.* (Metagaming plans to publish another design with the *Ogre* title in their new *Supertank* series.) Upon notice of this press release, SJG immediately sent another release expressing amazement at Metagaming's claims to the trademarks. They claim the written settlement clearly gives the rights to SJG. They accuse Metagaming of bad faith, continued harassment, breaches of contract, and irrational claims. SJG reaffirms previous plans to republish *Ogre* and *G.E.V.* under these titles early next year. They threaten legal action if there is infringement on their trademark claims.

HOWARD THOMPSON responds that the settlement specifically talks about copyrights and that trademarks are another matter. He has made three compromise offers to settle the dispute, all refused. He is now reviewing the situation and feels that nothing is settled. If people can't work together, contracts don't mean a thing.

Goings on at Flying Buffalo: lots! From their computer department, they have available a *T&T* character roll-up program designed by STEVE MacGREGOR. Planned for ORIGINS '82 is *Nuclear Escalation*, an expansion of their *Nuclear War* card game. Other projects include *Mercenaries, Spies & Private Eyes*, a mystery fiction RPG; *WEB*, an SF RPG based on their *Star Web* computer PBM game; and *Berserker*, a super version of an *Ogre*-type game.

Martian Metals announces that they have acquired the rights to do miniatures for FGU's *Wild West, Villains & Vigilantes*, and *Skull & Crossbones*. In the meantime, their *RuneQuest* miniatures sculpted by PAUL JAQUAYS will be available early 1982 and *Troll Ball* is due in April.

Discovery Games is still cooking. Their latest projects include doing a *Traveller* character generator for GDW and a game support package for SPI's *TimeTripper*.

Avalon Hill announces the release of *Empire of the Overmind*, a computer fantasy game. The game involves solving a puzzle with clues given in an ingenious poem. They claim it's "like a computerized novel transplanting one into a 'Tolkienesque' world of fantasy crossed with Babylonian mysticism and science fiction!" All information would be more complete if they even included a designer, for goodness sakes.

Back from a stint with SPI, BRUCE SHELLEY is now back with Iron Crown Enterprises. Hope to see some good things from Virginia.

Is Baron Publishing going to bite the dust? We're still waiting for the next issue of *Gryphon*. Rumor says that *Fire & Movement* might be purchasable.

There has been no news of Eisenwerk, that Texas miniatures company that produces official *T&T* and *City State* miniatures. Any leads?

Two more role-playing magazines are coming off the press. Dynasty Publishing will be publishing *The Oracle* and Reilly Associates announces *Variant*. Good luck to both; they need it.

The mill abounds with rumors of a certain 'El Niblets' starting up a distribution company fronted by a major publisher of games now gravitating towards toys. Watch out, middlemen!

Metagaming's 1982 plans include publication of campaign modules for *TFT*, and *Dragons of Underearth*, a newer, simpler FRP system with *Conquerors of Underearth*, an adventure for *DoU* shortly thereafter. *DoU* is designed by KEITH GROSS.

Reston Publishing has big plans for *High Fantasy*: included in their latest releases is *High Fantasy* in a box; a judges' screen; *Goldchester* (five lengthy adventures); *Murder in Irliss* and *In the Service of Saena Sephar* (both solo adventures), and all by JEFFREY DILLOW. The consensus is that the *HF* system is not great but that the adventures are.

Looks like the economy will not hurt the game business at all in these days of belt-tightening. Airlines report low ticket sales, so people are staying home more with their families and close friends. Games are actually very economical and worthwhile in terms of the hours of entertainment (especially when you count all the players involved), the amount you learn, and the satisfaction you get. The LA game stores sold 10% over projections this holiday season. I guess when things aren't looking too well, we can turn to games to pass the time and have fun with the people we like. There will always be games and there will always be people.

Sales of *Thieves' World* must be great! I wanted to get one as a gift but all the stores in my area were out of it. Shows what teamwork can do. They did have *Call of Cthulhu* and I cheerfully settled for that. I'm looking forward to *Worlds of Wonder*.

Tsk, tsk. GDW didn't print enough copies of *Invasion Earth* and sold out in two days. Poor BILL STONE. I hear they also had problems with their boxes for reprint of *Deluxe Traveller*. And on it goes.

Good luck to everyone in 1982!

Love,

Gigi

Coming Next Issue . . .

The takeover is almost complete . . . . Agents of Cthulhu have taken over Different Worlds. Rumor has it that Gigi left the back door open for them but this can't be confirmed.

Those of us with a marginal vestige of sanity left can also report that some other articles were also smuggled into the next issue such as: a *Traveller* scenario about a race between the Zhodani and Imperial Scouts. Informative articles about Mythbuilding, The Thieves of Sparta, and a great one about Heraldry were also reported to have made it.

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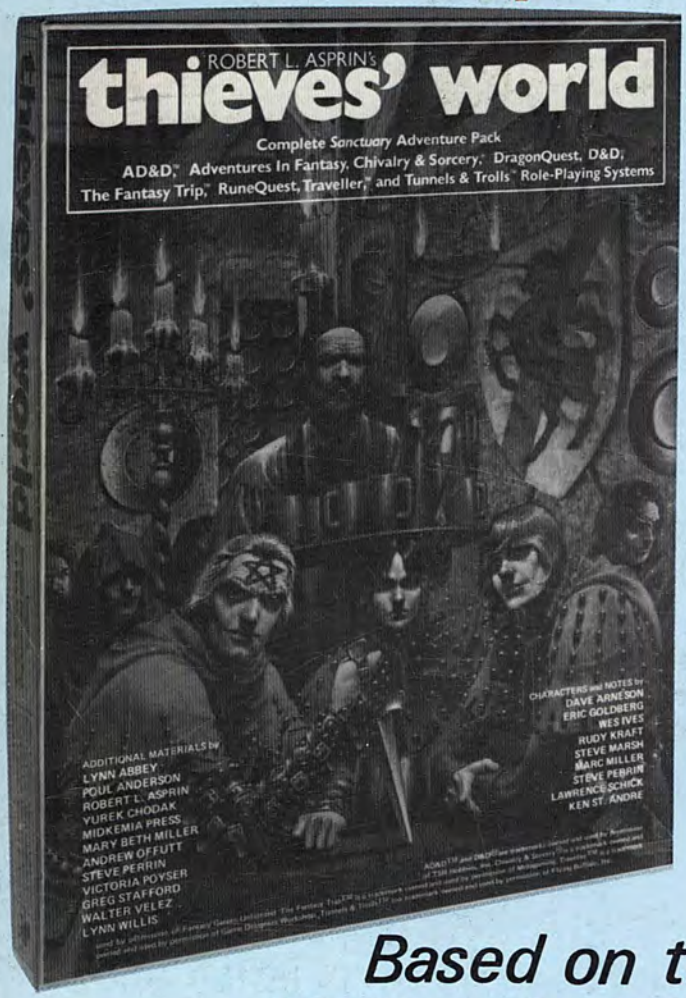

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